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TOMB RAIDER THE LAST REVELATION

The Ultimate Survival Guide!



See How It Ends!
Page 140

Also Featured:
Vandal Hearts II
Medal of Honor
WrestleMania 2000

X G 6 7

January 2000

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Suikoden II



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John Ricciardi

john_ricciardi@aol.com



Editor in Chief

Ricciardi's fallen way behind in his game-playing ever since he took over as EIC of this here mag. While everyone else at the office is rolling through tomorrow's big games like *Gran Turismo 2*, *SaGa Frontier 2*, and *DK64*, he's still stuck on disc two of *Final Fantasy VIII*. Heck, he hasn't even finished *Resident Evil 3* yet, which is just sad. As a result, he's promised to get all caught up before the turn of the century—either that or he's gonna take the month of January off. [Yikes!]

- **John in a Word:** Forgettable!
- **Current Favorites:** *Final Fantasy VIII*, *NBA Live 2000*, *RE 3*, *Nemesis*, *Mario Golf*

Dan Leahy

dan_leahy@aol.com



Managing Editor

Dan's been getting his DCM groove on this month and it's been seriously cutting into his gaming time. Still, he found time to work his way up the new office *Soul Calibur* chart (#6, with Ricciardi in his crosshairs), and he got to attend a double-top secret showing of *Syphon Filter 2* (a more next month). In other news, Dan and his wife bought a house so he could be a little closer to the meat-grinder called work. [Awwww, how sweet...now get back to work!]

- **Dan in a Word:** Mitsunugi
- **Current Favorites:** *Chief's Luv Shack*, *NBA Live 2000*, *Soul Calibur*, *Medal of Honor*

Andy Baran

andy_baran@aol.com



Associate Editor

Never one to get enough WWII history, Andy's not only been working on *Medal of Honor*, he's also been buying up every war DVD known to man. Saving Private Ryan and Saving the Trenches are his two latest acquisitions. He also returned to his love of vehicular combat this month with *Twisted Metal 4*. Although it's a good game, he wishes it was a little bit harder. This month went by real fast for Andy thanks to all the movies, holidays, and of course, work...

- **Andy in a Word:** War
- **Current Favorites:** *Medal of Honor*, *Jet Force Gemini*, *Twisted Metal 4*

Jim Mazurek

jim_mazurek@aol.com



Associate Editor

Jim got so excited about *Gran Turismo 2* this past month that he got into a car wreck powersliding his way around the corner on the way home from work one night. His car looks like it went head-to-head with Sweet Tooth from *Twisted Metal 4*. Fortunately for Jim, he survived the mass carnage with nary a scar. In fact, somehow he's come away from the wreck with incredibly acute *Soul Calibur* skills. Now he has his sights set on the office *Soul Cal* crown.

- **Jim in a Word:** Bionic
- **Current Favorites:** *Vandal-Hearts II*, *Final Fantasy VIII*, *Gran Turismo 2*, *RE 3*, *Nemesis*

Todd Zuniga

todd_zuniga@aol.com



Assistant Editor

Our resident Pokébreak was off in Seattle most of the month chillin' at Nintendo HQ, where he trounced his way through the first half of *Donkey Kong 64* with layout Mastah™ Carey Wise. When he wasn't monkeying around with DK, he was either losing money at *Soul Calibur*, drooling over *NBA 2K's* visuals, or trying to drag poor Carey across the border to Vancouver in order to get a glimpse of his Blues in action. [Talk about an obsessed fan, sheesh!]

- **Todd in a Word:** Drunk
- **Current Favorites:** *Donkey Kong 64*, *NBA 2K*, *Tomb Raider*, *T.L.R.*, *NHL 2000*

Greg Sewart

greg_sewart@aol.com



Assistant Editor

Greg "Whirllyball Mastah" Sewart worried us a tad this month. He kept running around the office making revving noises and shouting, "Very long nice right, maybe!" Nonetheless, his *Sega Rally 2* guide is guaranteed to help improve your best times in Sega's super-hot DC race. Now he's polishing up his *NHL 2000* skills so he can take all comers in the upcoming off-ice-wide tournament. The Penguins will reclaim their lost glory! [Eh? Penguins? And he's from Canada?]

- **Greg in a Word:** Abused
- **Current Favorites:** *Sega Rally 2*, *You Don't Know Jack*, *Tomb Raider*, *T.L.R.*

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■ **Just for the Moms:** Because the edit guys aren't the only ones responsible for making *XG* such a lovely mag, we now present: The rest of the staff! Thanks to Mrs. Blum for setting us straight!

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received by the 15th day of next month following the contest. The date of the publication of the winners list is the deadline for delivery of winners list. **6. Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

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by *Marc Ecko*

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1999 HOLIDAY COLLECTION

Departments

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Nothing you need to know, but everything you want to read. The editors of XG hop on their soap boxes and share a little love.

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48 Donkey Kong 64

Nintendo's big ape returns in the most anticipated N64 game of the year. Pound your way through the first half of DK's gigantic 3D quest with our 14-page bonanza!

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

64 Vandal-Hearts II

Sharpen your swords and head to the battlefield in the sequel to Konami's classic strategy/RPG.

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88 Medal of Honor

Get ready to kick Nazi butt in the PlayStation's answer to GoldenEye. We've got the full guide!

111 Tomb Raider: The Last Revelation

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122 WWF WrestleMania 2000

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Afterlife Delta, Chase HQ: Secret Police, Expendable, Grand Theft Auto 2, Hot Wheels: Turbo Racing, Knockout Kings 2000, Medal of Honor, Speed Devils, Star Wars: Episode I—The Phantom Menace, Test Drive 6, Toy Commander, Trick'n Snowboarder, TrickStyle, V-Rally Edition '99, Virtua Fighter 3tb, WinBack: Covert Operations, Wu-Tang: Shaolin Style



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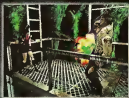
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Your Chance to Sound Off in XG

Hoverin' Hardship

Dear Expert Gamer,

In *Soul Reaver*, in the Silenced Cathedral, I have reached the final airshaft and must turn on sufficient airflow in the Three-Pipe Room in order to soar my way to Zephon's Lair. I have connected the two yellow pipes in the airshaft, turned the switch in the room with the leaning blocks, turned the switch in the room with the two giant pipe-organ structures, and then, in the large final room, pushed the upright pipe over and turned that switch as well. Returning to the Three-Pipe Room, I launch myself onto the pipes only to pitifully hover a few feet overhead. I've checked and double-checked the switches and all the pipe connections, and everything seems to be in order. Am I missing something? I tend to think I am (such is my sad history), but maybe the final version of the game has something added that's not in your strategy?

El Chongo Boboso
Sokogub373@aol.com

No problem, you're just missing a couple of easy-to-miss pipes. In the shaft that blew you upward, there are two pipes that you must connect as well. Piece these together and you will be able to reach the higher floors of the Silenced Cathedral.

Old-School Codes

Dear Expert Gamer,

I was recently going through my video game collection when I found a copy of *Contra*; *Alien Wars* for the SNES. I was wondering if you guys had any codes for it? Anything would be greatly appreciated.

Jeff Bishop
hysule_x6@yahoo.com

Actually, the Japanese version had codes for Level Select, Sound Test and more, but they were sadly removed from the U.S. version. Sorry, Jeff! (But great choice of game! A true classic...)

Fantastic Weapons

Dear Expert Gamer,

In your huge *Final Fantasy VIII* strategy guide in the October 1999 issue, you didn't mention how to get all the items needed to upgrade to a powerful weapon and how to find them. So, can you tell me how to find the items for Squall's Lionheart, Zell's Ehrgeiz, and Irvine's Exotic?

Maxon Ven
tigers22@hotmail.com

Weapon "recipes" are as follows (you'll need the corresponding magazines first!):

Lionheart (Weapons Mon stt)
1x Adamantine
4x Dragon Fang
12x Pulse Ammo

Ehrgeiz (Weapons Mon Aug)
1x Adamantine
4x Dragon Skin
1x Fury Fragment

Exotic (Weapons Mon stt)
2x Dino Bone
1x Moon Stone
2x Star Fragment
1x Screw

How to get the items:

Adamantine: Win from Adamantise turtles on the shores of Long Horn Island, north of Galbadia.

Dino Bone: Defeat T-Rexaur on Island Closest to Hell, or in Training Facility.

Dragon Fang: Win from Blue Dragon on Island Closest to Hell.

Dragon Skin: Win from T-Rexaur, or steal or win from Blue Dragon on Island Closest to Hell (T-Rexaur can also be found in Training Facilities).

Fury Fragment: Win from Blue Dragon on Island Closest to Hell.

Moon Stone: Steal from Enloyne in Esthar city complex.

Pulse Ammo: Win 2x Energy Crystal. Use "Ammo-RF" menu to convert to 20x Pulse Ammo.

Screw: Steal or win from Geezards outside Deling City. Star Fragment: Steal from Iron

Letter of the Month



If the Japanese versions of the *Resident Evil* games can feature subtitles (because the voices over there are still in English), why can't the U.S. versions at least have the option to display them? We may never know.

Closed Captioned

Gaming for the Hearing Impaired

Dear Expert Gamer,

I'm an avid game player. I love to play ALL games, from Nintendo 64, PlayStation, Atari 2600, computers, and every system I ever got a chance to play. There's a lot of good games and bad games. However, I'm deaf and I can't hear what the games are talking about. For example, *Resident Evil*. They don't have any text—it's all voices. That disappointed me big time because it would've been worth my money to play if it had its own text or captions. When I found out that *Metal Gear Solid* was coming, I really hoped it would have text, but not all of it did. For future games, I wish the developers would make room to add text options, so that way we can turn text on or off. Let me remind you, there are a lot of deaf people who love to play games. Trust me, I'm one of them!

Damon Banks
Rednomad99@yahoo.com

We couldn't agree with you more, Damon. It's such a simple task for developers to include subtitles in their games that it's a wonder it's not done more often. Not only for the deaf gamers out there, but for those of us who simply like to turn the volume down now and then, either because it's late at night or because darnit, we just like to read. Unfortunately, many development teams suffer pressure from publishers to get their games out by a certain date—and that means anything extra, even a simple thing like subtitles, gets cut in order to make the deadline. It's sad, really, but what can we do?

Hopefully more companies will pay attention to this in the future.



Damon Banks won an Internet Controller for the Dreamcast, Nintendo 64 or PlayStation!

Questions, comments, or gripes?

WRITE:

XG Gamers' Forum
P.O. Box 3338
Oak Brook, IL
60522-1138
or e-mail:
xg@ed.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and e-mail address anyway, for Letter of the Month contest consideration.

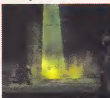
Winners!

• Here are the winners of XG #65's Game Over Contest:

1. Brian Farlick
Brooklyn, NY
2. Tabitha Pierce
Warren, MI
3. Matthew Plachta
Steadish, MI

• The answer to XG #65's Game Over Contest is:
Crank Transformation 21
Cortex Strikes Back





For the complete Soul Reaver guide, check out XG #63 (September). Look for a DC version of SR very soon!

Giants in Esthar city complex, or win from Tri-face on Island Closest to Heaven.

Regaining Memory

Dear Expert Gamer,

I am so pissed off! A week ago I was playing Legacy of Kain and then I saved it onto my Memory Card. But when I went to go play it, it said "Save file not found." When I went to go see if it was on the Memory Card, EVERYTHING WAS DELETED! This sucks because I had all the secret stuff in Bolekton 3 and I was at the part in Metal Gear Solid where I was about to fight Liquid Snake. Is there any way to get my saves back?

Name Withheld
TooKool4@aol.com

Well, we have some good news and we have some bad news. The good news is that you CAN restore a deleted save file from a PlayStation Memory Card. The bad news is that you have to do it immediately after the file is deleted (like in under 30 seconds), or it's lost forever. To restore the file, just press and hold all four shoulder buttons immediately after deleting the file. If you're quick enough, you should be able to save it. (Thanks to Lee Saito for his help with this!)

God Save the Queen

Dear Expert Gamer,

In Final Fantasy VIII, I'd like to know where you can find the Steel Pipes that you need to upgrade Quistis' weapon to "Save the Queen." I've already started the game two times for the weapons' sake but I still can't find it. Can you please help? THANKS!

Keary Nane
Monilo, Philippines

Steel Pipes can be stolen or won from the Wendigos in the Great Plains of Galbadia southeast of Delling City.

Is it Really Thinking?

Dear Expert Gamer,

Hi Expert Gamer, What is up with the Sega Dreamcast ads saying "It's thinking?" What do they mean by that? Can you please tell me?

Name Withheld
Obers69@aol.com

Ask your Dreamcast—if you care for it long enough, it'll start speaking, too. Really.

FFVIII Card Flippin'

Dear Expert Gamer,

I have a problem understanding the Card Game in Final Fantasy VIII. I've read the tutorial instructions but I still do not know how to flip the opponent's card and I always lose in the end. How does the system work? Please help me!

Eugene Chow
ecwc84@sigmet.com.sg

Each of the four numbers on the card corresponds to a side of the

cards: top, right, bottom, and left. When a card is played, the values of any adjacent card sides are compared. If you play a card with a right-side of 9 that touches an opponent's left-side of 6, you will gain control of his card. More advanced rules complicate things slightly, but it always boils down to what sides touch what.

More FFVIII Madness

Dear Expert Gamer,

When you fight Sacred and his brother, you should use Float on his brother so that he can't heal. When you scan his brother, it says he can only heal when his feet are touching the ground. I also have a question: When your GF learns Boost, what button do you press to get him to charge up faster?

Danny Nguyen
webmaster@donnyworld.com

Casting Float on Minotaur is a great way to simplify the battle. As an earth-based creature, he can't stand to be away from the ground! Once your GF learns Boost, press (and hold) Select while it appears. Then tap the Square button as quickly as you can to "Boost" its power, but stop when you see the red "X".

Gimme PocketStation

Dear Expert Gamer,

I have two questions for you:
1) Where can I buy an imported PocketStation?
2) In Final Fantasy VIII, can you get rid of cards you don't want, other than by modifying them? Thanks!

Steven Long
stevenfredrick@hotmail.com

U.S. Top 10

THE 10 BEST SELLING GAMES OF OCTOBER

1. **Pokémon Yellow** (Nintendo/GB)
2. **Pokémon (Red Version)** (Nintendo/GB)
3. **Pokémon (Blue Version)** (Nintendo/GB)
4. **Pokémon Pinball** (Nintendo/GBC)
5. **Pokémon Snap** (Nintendo/N64)
6. **Driver** (GT Interactive/PS)
7. **Final Fantasy VIII** (Square EA/PS)
8. **Tony Hawk's Pro Skater** (Activision/PS)
9. **Madden NFL 2000** (Electronic Arts/PS)
10. **NASCAR 2000** (Electronic Arts/PS)

GAME BOY



Japan Top 10

JAPAN'S 10 BEST FROM 10/25 TO 10/31

1. **Are the Lad III** (SCE/PS)
2. **Super Robot Wars 64** (Banpresto/N64)
3. **Revive...** (Data East/DC)
4. **Derby Stallion 99** (ASCII/PS)
5. **Monster Collection** (Kadokawa Shoten/PS)
6. **Jole's Venture** (Capcom/PS)
7. **Pro Baseball Simulation Ougou '99** (Doubutsu/PS)
8. **Dragon Quest LII** (Enix/GBC)
9. **World Soccer Winning Eleven 4** (Konami/PS)
10. **Dance Dance Revolution 2nd ReMIX** (Konami/PS)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (NOVEMBER)

1. **Soul Calibur** (Namco/DC)
2. **Medal of Honor** (Electronic Arts/PS)
3. **Final Fantasy VIII** (Square EA/PS)
4. **Donkey Kong 64** (Nintendo/N64)
5. **FIFA 2000** (Electronic Arts/PS)
6. **Sega Rally 2** (Sega/DC)
7. **Resident Evil 3 Nemesis** (Capcom/PS)
8. **NBA Live 2000** (Electronic Arts/PS)
9. **Vandal-Hearts II** (Konami/PS)
10. **NBA 2K** (Sega/DC)

SOURCES: NPD TRISTE Video Games Service (U.S. Top 10), Weekly Famitsu Magazine (Japan Top 10)

Import Pick of the Month

Space Channel 5

We were going to recommend Dragon Quest VII as our Import Pick of the Month, but then Enix went and delayed it until February. Sorry, DQ fans! Instead, we've got Sega's Space Channel 5, for Dreamcast. In this incredibly unique game, you play as a TV reporter named Uta who must dance her way to victory while zapping aliens and freeing captured humans along the way. Sound strange? You bet, but it's definitely cool! It hits Japan December 16, if you do decide to import, be sure your DC is able to play Japanese games!



Space Channel 5 could best be described as a cross between Parappa the Rapper, Bust-A-Groove, and Michael Jackson's Moonwalker. You've got to see it in motion—the choreography rules!

Coming Soon

SEPTEMBER

DECEMBER

- Evolution (Ubi Soft)
 - NFL QB Club 2000 (Acclaim)
 - Rainbow Six (Majesco)
 - Renegade Racers (Interplay)
 - Shadow Man (Acclaim)
 - Soul Fighter (Mindscape)
 - Test Drive 6 (Infogrames)
 - Vigilante 8: S.O. (Activision)
 - Worms Armageddon (Hasbro)
- ### JANUARY
- Fighting Force 2 (Eidos)
 - Jeremy McG. 2000 (Acclaim)
 - SF Alpha 3 (Capcom)
 - Time Stalkers (Sega)

NOVEMBER

DECEMBER

- Armored Core (Acclaim)
 - Asteroids (Activision)
 - Celestevania: L.O.O. (Konami)
 - Harvest Moon 64 (Natsume)
 - Jeremy McG. 2000 (Acclaim)
 - Space Invaders (Activision)
 - Vigilante 8: S.O. (Activision)
 - Worms Armageddon (Hasbro)
- ### JANUARY
- CyberTiger (Electronic Arts)
 - NBA I.T.Z. 2000 (Konami)
 - NHL B.O.S. 2000 (Konami)
 - South Park Rally (Acclaim)
 - Tarzan (Activision)

SEPTEMBER

DECEMBER

- Crusaders of M&M (3DO)
 - Fatal Fury: W. A. (SNK)
 - Fighting Force 2 (Eidos)
 - Gun Tarisno 2 (SCEA)
 - Int. T&F 2000 (Konami)
 - K. Arcade Classics (Konami)
 - Macross VF-X2 (Bandai)
 - Vandal-Hearts II (Konami)
- ### JANUARY
- Choosie's Gun. 2 (Square EA)
 - Die Hard Trilogy 2 (Fox Int.)
 - Fear Effect (Eidos)
 - Road Rash Unchained (EA)
 - Superbike 2000 (EA)

GAME BOY COLOR

DECEMBER

- Azure Dreams (Konami)
 - Harvest Moon (Natsume)
 - GAW Gallery 3 (Nintendo)
 - SW: Ep. I Racer (Nintendo)
- ### JANUARY
- 1942 (Capcom)
 - Dragon Warrior M. (Eidos)
 - Ghosts 'N' Goblins (Capcom)
 - Resident Evil (Capcom)

1) One place we know of on the web that recently had them in stock was Tronix (www.tronixweb.com). The best way to get one aside of an import shop like Tronix, however, is by getting it straight from Japan.

2) Card Modding is the only way to get rid of cards. But why you would discard them when you could convert them to cool items is beyond us!

Missing Mokumoku

Dear Expert Gamer,

Your mag rocked with that said, I have a question to ask you guys: How do I get Mokumoku in Suikoden II? I know he is around Forest Village, but does that mean outside or inside the village? If he is inside the village, is there a time limit to when he shows up or how many steps I have taken? If he is outside, where exactly could he be found around Forest Village? Just what do I do? I want to collect everything.

Nome Withhold
gomoloe@hotmail.com

Before we answer your question, let it be known that there are five very similar characters in Suikoden II that all serve as the same character. Confused? We were, too. Although character 107 was listed as Mokumoku in XG65, there is also Mokumoku, Makumuku, Mikumuku and Mekumeka. There are two ways to acquire these characters. The first is to check behind the big tree behind your home in the very beginning of the game. The other tactic (and the most effective) is to wander alone back and forth between the Greenhill/Muse border and Greenhill. You'll find an engaging in a fight, but one of these characters will appear by your side and fight with you. The different Mokumokus (for lack of a different vowel) will be clad in different-colored costumes and have different expressions on their faces, but they won't help in getting more than 108 characters.

Zelda Help

Dear Expert Gamer,

I've got to say, your mag rocks. I have a problem though—I can't find the fourth Bottle and the Ice Arrows in Zelda: OoT. I know, I'm an amateur gamer... I just never really needed them to finish the game (beat it with 12 hearts). Can you help out? Where do I get these two items? Thanks for the info!

Don
Via the Internet

Complete the Gerudo Training Grounds and you will receive the Ice



Those pesky Large Poes are a real pain to catch, but once you've captured them all, you can trade them with the spirit in the town outside Hyrule Castle for the fourth and final Bottle (definitely the toughest Bottle to obtain).

Arrows. To get the 4 bottles, here's where they are:

1. Look in the water in Lake Hyfia.
2. In Kakariko Village, catch all of the cuccos for the gift.
3. At Lon Lon Ranch, play and win the chicken game.
4. Catch all of the Large Poes and trade them with the collector in Hyrule.

Ridiculous Request

Dear Expert Gamer,

I was just wondering if you could e-mail me most of Square Soft's RPGs.

Josh Greiner
pumpkinbros@yahoo.com

Sure. And while we're at it, we'll e-mail you a lawyer so you can defend yourself in court for software piracy!

Cheating with Zell

Dear Expert Gamer,

This is for Zell and his Limit Break In FFVIII: When the screen with the moves comes up, pause the game. Then, study the moves and pick the one you want to do. Continuously use this technique and you can string up to 11 or more combos! If the moves are short, you can make even longer strings.

Don Schouffus
schouffus@tppress.com

Good strategy! For even more damage, flowchart how Zell's Limit Break moves flow into one another. Once you find three or four moves that form a closed "loop" (each move in the list always leads to the next, and the last takes you back to the start), memorize them and practice them. Since you always know what move comes next, you can pull off moves in hundreds of a second without pausing or looking at the list! You go, Zell!

Stealth Secrets

Dear Expert Gamer,

I really like your magazine, but I have one question. In Metal Gear Solid, is there a special room that you can only get to by having or using the stealth camo? If so, can you tell me where it is? I have beaten the game three times and I have seen both endings. I have both the stealth camo and the tuxedo. Please help—I've been searching for months with no luck!

Justin Quinn
Elkhon, MD

Actually, we've heard of no such room. Gotta be one of those crazy internet room-ors...

Kangaroo Query

Dear Expert Gamer,

How do you get Roger in Tekken 2? I have tried everything, including beating the game with Kaorya 15 times! Please help me with this. Thanks guys. Your magazine is the best—you have all the codes I've ever needed.

Norciso Espinosa
spiderfox23@aol.com

Start up a game in Arcade Mode, then get to the third opponent. Wait until your winning round of this match (it could be either the second or third round). Your health will need to be all the way down to 5%, as you quickly defeat your opponent. If done correctly, you'll hear a voice say "GREAT!" Your next match will be against either Roger or Alex, and if you can defeat him, you'll earn him as a playable character.

Bum Rush The Show

Dear Expert Gamer,

You guys forgot something! pretty kawaii in the FPS walk-through. Namely, how to get Sabir's final BHT, the Bum Rush. On the continent where Narshe is, find the five trees that make a plus (took me a while to find), and go in there with Sabir in your party. You will then meet his master, Duncan, who will

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8[™]

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- Real voice playback
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teach you the Bum Rush Blitz, and by the way, what you said about using Pummel on Kefka is whack. Bum Rush deals 9999 damage to a single target and makes Pummel look like a nudge.

Boris Preger
bzktdude@hotmail.com

Actually, the top left corner of page 113 in issue 65 gives instructions on how to get Sabin's Bum Rush Blitz. Did you really think our friend from the Great White North would ever miss such an important skill? As for not mentioning the Bum Rush in the final battle, you got us. Greg Stewart sends his deepest apologies and has been warned that he'll be deported should he miss something so obvious ever again.

Breakin' the Law

Dear Expert Gamer,

I think it will be cool to screw the back of my green 64 controller and put it on the back one and viceversa, but is that illegal?

Nome Withheld
rockeyoo@hotmail.com

Only in Utah.

Eyes on Me

Dear Expert Gamer,

I have a question for you. On Disc 3 of Final Fantasy VIII, there is a song played when Squall and Rinoo are alone aboard the Ragnarok. I want to find out who sings this slow song, and where can I find a copy of it? Thank you.

C. Palm
Owensville, MO

The song is called "Eyes on Me" and is sung by one of Asia's hottest pop divas, Faye Wong. Square paid her the cool sum of one million dollars to sing it for the game! The song is available as either a single or as part of the Final Fantasy VIII original soundtrack. Neither are available in the U.S., so talk to your favorite music importer.

Calamity Pain

Dear Expert Gamer,

You may laugh at me for this, but I have been stuck on Calamity In Xenogears for the past few months. My regular attacks with fel do zero damage, and his level 1 combos do about 60 damage. Bart's regular attacks do about 13 damage, while his combo does about 75. Every other guide I have looked at claims to do much more damage than I am doing. I am at level 24. Can you help me? Keep up the good work.

Nome Withheld
XonKyo@aol.com

There is nothing to be ashamed of. Calamity is quite the pain if you don't use the correct attacks. The best way to defeat him is to take the following actions.

- 1.) Make sure that you purchase all of the BEST equipment from Balthezar (for your Gear). This will certainly help.
- 2.) Make sure to let your attack levels build up to at least level two or three before you attack him. Since he has a 3,000 HP, it will take some time to beat him down—just play it cool and don't give up! With patience (and practice), you'll get the job done for sure.

Q & A

Cheating in Pokémon Yellow

Dear Expert Gamer,

Can you use the duplicating items trick (from Pokémon Red and Blue) on Pokémon Yellow?

Ted Hoffman
thoffm02@sbc.rr.com

Sorry, Ted! Unfortunately, Nintendo stepped in and made sure to remove the duplicating items trick from Pokémon Yellow (also known as Pokémon: Special Pikachu Edition). Many of the other little bugs and quirks from Red and Blue were removed from Yellow as well. You knew it was too good to last forever!

What's up with Gold and Silver?

Dear Expert Gamer,

Do you guys know the exact date when Pokémon Gold and Silver will come out?

Philip Kirsner
boizcozr@juno.com



The Gold and Silver versions of Pokémon were released in Japan on November 21. We got our copies just before deadline, so check back next month for the first info on these super-hot sequels! As for a U.S. release date, nothing has been announced so far, but our spider senses tell us to expect the games to be released sometime this fall, most likely in September.

Fishing for Dolphin

Dear Expert Gamer,

What's up with Nintendo's Dolphin? Is it really coming in 2002?

Jason Parker
Via the Internet

According to Nintendo's president, it most certainly is—at least in Japan. As for the U.S., don't bet on seeing it until the fall of 2001.

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal*



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60122-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@aol.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Fr. Robert Tox of
Wendell, Minn wins an
Antec Specialized
Control Pad for his Sony
PlayStation. Way to go, Axl!



Greg Larson
Lockport, NY



Sammy Oh
Lexington, NC

*Or at least get you in the magazine and into a controller from Japan! (P.S. PAGE ONLY!)



Ruperto J. Romo
Bakersfield, CA



David Elliott
Tampa, FL

THE DUKES OF HAZZARD

RACING FOR HOME



***I reckon y'all haven't lived life till you leap across
an officer of the law in the General Lee.***

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

***Go on and take a turn at the wheel in The Dukes of Hazzard™:
Racing For Home game and tell me life ain't a whole lot
better as a Duke boy.***

Featuring the voices
of James Best, Waylon Jennings,
Ben Jones, Sonny Shroyer, Tom Wopat.
Also featuring original music
by the Tractors.

A Mission-Based Arcade Racing Game

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TRICKS OF THE TRADE

Dreamcast



AeroWings
Chest Mode: At the "Press Start" screen, press L Shift+R Shift simultaneously. You'll hear "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

AirForce Delta
Full Replay Screen: During a replay, hold X+Y to remove the text from the screen.

Expendable
 While the game is paused, enter any of the codes as shown below:
Level Skip: Y, Y, X, X, L Shift, R Shift, Down, Down, Up, Up.
Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.
Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Flag to Flag
 Enter the following codes while starting the game in Arcade Mode.
Rainy Weather: Hold L Shift+R Shift+Down.
Weather Doesn't Change: Hold L Shift+R Shift+Up.

Score Big with GameShark From InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state, and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

House of the Dead 2, The
Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.
Display Score: On the title screen use the D-Pad to enter L, L, R, R, R, L, R, Start.
Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.
Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.
Bonus Cats: Shoot a cat and it will lead you toward a bonus item.
Bonus Rooms: To access one of the bonus rooms at the end of the game, get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder
Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says "three," press and hold the R button. Immediately after he says "two," let go of R and hold the L button. Immediately after he says "one," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll have "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L button (brake) and then press A, you will be boosted into the air. This is great for getting those power ups that are just out of reach.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold Start and press any button.

Terry Bogard
 Joe Higashi
 Robert Garcia
 Mei Shiranui
 Orochi Yoshino
 Orochi Chris

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right.

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Trick of the Month



Toy Commander

Dreamcast

For all the tricks shown below, you must first press Start to pause at some point during the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold the L Shift button and enter A, B, X, Y, B, A, X.

Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.

99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.

New Machine Gun: Hold the L Shift button and enter B, A, X, Y, A, B.

Toy Fixed: Hold L Shift button and press A, X, B, Y, A, Y.

Speed Devils

Enter these codes while in the middle of a race (Don't pause the game!)

All Tracks and Cars: B, Right, B, Right, Up, B, Up.

Unlimited Nitro: Down, Up, Down, Up, A, X, A.

Skip Current Class: Down, Right, Down, Right, A, X, A.

More Money: A, Right, A, Right, Up, B, A. Note: This code works in Championship Mode only.



Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Left, Left, Down, Down, Down, Down. You will see Shadow Lady appear below Zanfel.

Play as Gold War Machine: On the character selection screen, put the cursor on Zanfel. Then press Left, Right, Left, Down, Down, Right, Down, Down, Left, Left, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up. You will see Gold War Machine appear above Zanfel.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Up, Up. You will see Orange Hulk appear above Ryu.

Play as Little: On the character selection screen, put the cursor on Zanfel. Then press Left, Left, Down, Down, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up. You will see Little appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, Up, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zanfel. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Right, Up, Right, Right. You will see Roll appear to the right of Mega Man.

Mortal Kombat Gold

On the "Press Start button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly you will hear a laugh and the word

"Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L-R buttons. While holding these, press the A button. A cheats menu will appear with the options shown.

Easy Ending: Defeat just one opponent to see your character's ending.

Fatality: Finish your opponent with High Punch. This will allow any character to perform its first fatality.

Fatality: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.

Pin Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.

Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.

Kombat Kodes: This allows you different Kombat Kodes to be activated.

Play as Goro: At the character selection screen, highlight the "Hidden" icon at the bottom of the screen, hold L-R buttons and press Up, Left, A.

Play as Noob Saboteur: At the character selection screen, highlight the "Hidden" icon at the bottom of the screen, hold L-R buttons and press Up, Left, Left, Left, A.

Alternate Costumes: On the character selection screen, highlight a character, hold Start and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. Note: You may have to press a button a third time to get some characters' costumes.

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection, and entering the following codes.

Alternate Text: SCRAWL. Some of the text will have a different font.

Fast Players: LARD.

Saga Sports Team: SUPERSTARS. Note: The code is case sensitive. Then the Sega Sports team will be available at the team selection screen.

Turbo Mode: TURBO. Note: The code is case-sensitive. Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo."

Slow Motion Mode: DEWMAN. Note: The code is case-sensitive. Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo."

High Pitched Commentary: SQUEEY. Auto-Defense Play Selections: On the "Play Selection" screen when on defense, press the A button two times to have the CPU choose a random play to stop your opponent.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear "Lights out, baby!" when the code is entered correctly.

Name: BRAIN (Brain)	Pin: 1111
Name: SMILE (Smiling)	Pin: 1111
Name: FORDEN (Dan Fordin)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmel)	Pin: 0322

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been

switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-5-4 Up
Fast turbo running	0-5-2 Left
Power-up offense	3-5-2 Up
Power-up defense	4-2-1 Up
Power-up team mates	2-3-3 Up
Power-up blockades	3-2-2 Left
Super blitzing	0-4-5 Up
Super field goals	2-3-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	2-2-2 Left
Colts playbook	2-3-3 Up
Auto stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Left
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right

Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection	2-5-5 Left
(Teams Must Agree)	
Show more field	0-2-2 Right
(Teams Must Agree)	
No CPU assistance	0-0-2 Down
(Teams Must Agree)	
Power-up speed	4-0-4 Left
(Teams Must Agree)	
Hyper blitz	5-5-5 Up
(Teams Must Agree)	
Smart CPU opponent	3-0-4 Down
Tournament mode (2P Game)	0-1-1 Down
Always quarterback	2-2-2 Left
(Requires two human teammates)	
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

PenPen Tricelion

Play as Hidden Racers: Horanaka becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera: Use the A, X, Y, B, Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.

Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to have skeletons in the crowd. Set the system date to December 25 to put Christmas trees in the prize fight arena.

Alternate Costumes: At the character selection screen, press X/Y simultaneously.

Alternate Commentaries: At the character selection screen, hold the X button and press Up, Right, Down, or Left.

Bronze Class Boxers: Choose Championship Mode from the main menu. Then, choose New Game and put in RUMBLE POWER as your gym name to unlock all bronze class boxers in Championship Mode. This makes Wingo Claw available in Arcade.



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Silver Class Bonus: Enter KUNBLE BUMBLE as a gym name. This unlocks Bruce Blade available in Arcade.

Gold Class Bonus: Enter MOSMA as a gym name. This unlocks Not Daddly available in Arcade.

Chimp Class Bonus: Enter PDD sj as a gym name. This unlocks Damien Black available in Arcade.

High Voice Commentator: On the character select screen, hold X and press L Shift+R Shift buttons at the same time.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note:* Only X+B works for Donkey Black.

Right in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.

Right in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then, at the character selection screen, have both players hold the R Shift button on each controller while choosing a boxer with A.

Right in the Gyre: On the main menu, enter Arcade Mode. Now pick the two-player option. Then, at the character selection screen, have both players hold the L Shift+R Shift button on each controller while choosing a boxer with A.

Sega Rally 2

60 Frames-Per-Second Mode: On the game's title screen, enter the following code: When done correctly, you will hear a sound confirming that it worked: Up, A, Down, Down, Left, Right, B, B, Down. All background detail will be lost, but the game will run at a constant 60 frames-per-second.

30 Frames-Per-Second Mode: On the game's title screen, enter the following code: When done correctly, you will hear a sound confirming that it worked: Up, A, Down, Down, Left, Right, B, B, Up. This will keep the frame-rate at a constant 30 frames-per-second.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (fanned by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema and five will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (works on Japanese version only): Choose Sophitia and

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.

Win Everything: CITYBEACONS

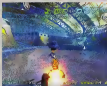
Win All the Time: TEAROUND

Infinite Time: FAIRSH



Power-up Moves: TRAVOLTA

Big Heads: @PLAYDEGO



press one of the following buttons from the selection screen. Hold it down until you see Sephie do her "pre battle" pose. She will now enter battle with a new color of panties.

X = pink

Y = blue

B = black

R = yellow (press R after you choose her or she'll be in metallic mode)

L = doesn't seem to change the color

A = white (original color)

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select," and "Metal Model" become available.

3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume.

Weapon Select: In the character select screen, place the cursor on the character and press the L trigger to display weapons, then

select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Model: In the character select screen, place the cursor on the character and hold down the R trigger and select. The Metal Model can be used together with the third costume.

Tokyo Xtreme Racer

Mark Other Cars: Press L or R button at the "Assist Shifting" menu, and you will hear a tone. This enables every rival pointer during a battle. *Note:* This code works only in the Quest mode.

Max Speed: Press the Y button at the "Assist Shifting" menu, and you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. *Note:* this code only works in Quest Mode.

Virtua Fighter 3tb

Play As Dural: On the character select screen, press Down, Up, Right, Left+Start. You can play as Dural in any mode.

Fight the Alphabet Character: This code works in Normal Mode.

On the character select screen, highlight Akira and press Start, highlight Lai and press Start, then press A after highlighting the character you want to play.

Be the Alphabet Character: This code works in Normal Mode. At the character select screen, highlight Akira and press Start, highlight Leon and press Start, highlight Pai and press Start, then press A after moving to the character you want the Alphabet character to become.



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Knockout Kings 2000



Big Gloves Trick: Press Start to pause the game in the middle of play, and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times which confirm that you entered the code correctly. To disable the big gloves, simply re-enter the code.

Select Same Player: DOUBLESIGN
Four-Wheel Drive: OFFROAD

Duke Nukem: Zero Hour

Bull Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work, just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.
Cause Track to Split: SPIRAL
Paper Airplanes/Wipe Out Style Ships in Place of Cyber Bikes: 2054
Win Game Mode: UNREAL
Unlimited Nitros: XXX
Overhead View: SPYVIEW
Revealed All Motors and Text from Screen: NOPAMBI
Extra Boost of Speed and Acceleration: XCHANGE

F-1 World Grand Prix

Get Gold Driver or Silver Driver: After pressing Start at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll to the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the pad, change the last name "Williams" to either Chrome for the Silver Driver or Pyrite for the Gold Driver. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Hidden Bonus Trade: Vocalize. Note: Instead of the "Drivers" option, go into "Courses" and scroll until you see the Bonus Trade, complete with a volcano!

Fighting Force 64

Level Select & Invulnerability: On the main menu screen, hold L button & Z button C-Up-Down. This will take you to the character select screen in a few seconds. From there you may press Left C or Right C to choose your beginning level. You will also begin the level with invulnerability.

Fox Sports College Hoops '99

Enter the following codes at the "Secret Codes" screen under the options menu.
Big Head Mode: NOGGIN
Transparent Players: GHOST
Secret Court: Z-WOOD
Secret Team: TEAM-Z
Remove Bleachers and Crowd: NOFANS

Transparent Trails: TRAILS (Transparent trails will follow the basketball).
Double Shot Clock: BLIZZ
Activate a 30-Second Game: THIRTY
Home Town Red: HOME (Red makes calls in favor of the home team.)

Gex 64

99 Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter MY99G9W9J9H9Q9R9. You can see the results of the code immediately by pressing Start to pause the game and then moving down to Stats and accessing it with button A. Now you can wait to play without having to go through the entire game. You'll also have 99 lives to try to beat her!

Glover

To use the following codes, press Start to pause the game while playing. Enter the following C-button combinations while it is paused.
Infinite Life: Up-C, Up-C, Up-C, Up-C, Up-C, Up-C, Up-C, Up-C, Right-C.
Speed Up Spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C.
Increase a-Fing Spell: Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C.
Secret Cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C.
Call Ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C.
Checkpoint: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C.
Death Spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C.
Low Gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C.
Shit Camera to the Left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C.
Big Glower Spell: Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C.
Frog Spell: Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C (turn people into frogs by pressing R).

GoldenEye 007

Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:
Level 1: Dam-Painball Mode-Secret Agent: 2:40
Level 2: Facility-Invincibility 00 Agent: 2:05
Level 3: Runway-DK Mode-Agent: 5:00
Level 4: Surface-zz Grenade Launcher-Secret Agent: 3:30
Level 5: Blunk-zz Rocket Launcher-00

Agent: 4:00.
Level 6: SFO-Turbo Mode-Agent: 3:00.
Level 7: Fingate-No Radar (Multi): Secret Agent: 4:30.
Level 8: Surface-Tiny Bond-00 Agent: 4:15
Level 9: Blunk-zz Throwing Knives-Agent: 1:30.
Level 10: Statue-Fast Animation-Secret Agent: 3:15.
Level 11: Archives-Invincibility 00 Agent: 1:20.
Level 12: Stress-Enemy Rockets-Agent: 1:45.
Level 13: Desert-Slow Animation-Secret Agent: 1:30.
Level 14: Train-Silver PP-00 Agent: 5:25.
Level 15: Jungle-zz Hunting Knives-Agent: 3:45.
Level 16: Control-Infinite Ammo-Secret Agent: 10:00.
Level 17: Casino-zz RC-Pogo-on Agent: 9:30
Level 18: Castle-Gold PP-Agent: 2:15.
Level 19: Casino-zz Lasers-Secret Agent: 9:00.
Level 20: Egyptian-All Guns-on Agent: 6:00.
Bond Photos (GameShare):
This GameShare code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShare, create a new code called All Bonds (or any other name you like). Then enter A004198 00... For the two spaces, enter 0 to see Roger Moore, 02 to see Timothy Dalton or 03 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.
Secret Level Editor: Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 39 and 20), a special "007 Mode" will open. This is an Editor screen in which you can configure options such as enemy health, enemy damage, enemy accuracy and enemy reaction speed!

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.
Mirrored Tracks: Z,R,Z,Z,R,Z,Z.
Towbar Cam: C-Up, C-Down, Z,R,C,Left,C,Right,C-Up,C-Down.
Infinite Turbos: G,Right,Z,C-Up,C-Down,R,C-Left,Z,Right.
Seedru Tracks: C-Up,Z,C-Down,C,Left,C-Up,Z,C-Down,C,Left.
Stealth Mode: C,Left,Z,Z,C-Up,C,Left,R,C-Down,C-Up.
Race at Night: C-Up,C-Up,C-Down,C-Down,C-Left,C,Right,C,Right.
Enter these on the Password Screen for the results as shown.
Bonus Cars and Tracks: 997BDTV9VD
7BYDD000A
Additional Bonus Cars: 6PTNPTFN6P
NWCPNPPPL

Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the job names for the last name. A confirmation signal will sound.
Wreckable Wreckan: WRECKLEMAN
Big Heads: BIGHEAD
Thin Players: THINHEAD
Invincible Players: INVINCIBLEMAN
Tiny-Bodied Players: TINYHEAD
Tiny Players: LITTLELEAGUE
Big Feet: BIGFOOT
Rat Tails: STEAMROLLED
CRU vs. CPU Game: CPUVSOCPU
Reworks Show: Choose any of the teams on Exhibition Mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium, and fireworks will appear behind home plate.
Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat, press Left, Left, Right, Right, Left, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Legend of Zelda, The: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look North (Up) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool? Now, take aim with your slingshot and shoot at the window. A red nudge will pop out, and you will be able to collect it for a gain of 20 rupees if you take aim and shoot the window on the left, a guard will pop out, soild you, and throw a bomb right back at you!
Multiple Bottles Trade: Choose any one of the EMPTY bottles you find. Find a shallow pond with a fish or find a fairy. Swing the bottle and in mid-swing, press Start. On the "Select Item" screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When you collect ammo for the item, it will go back. Now, if you cover a needed weapon, you may not get it back!

Lode Runner 3D

World Select: While in a level press Start to pause the game and hold the Z button. While holding Z, press R, B, A, B, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option "Unlucky Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Madden NFL 2000

Put in any one of these codes or the "Code Entry" screen to initiate the cheat as shown.
20-Yard First Downs: FIRST5300
100-Yard Passes: PGMKINSPLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QUINTHECLB
Less Penalties: REFSBLIND
Weird Scoring Rules: DRSBWAYN
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSNITHEGAME
Thurston Stadium: WEPUTTHERE

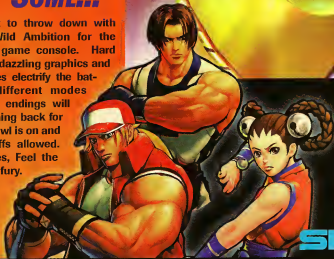
FATAL FURY

WILD AMBITION



COME GET SOME...

Get set to throw down with Fatal Fury: Wild Ambition for the PlayStation® game console. Hard core fighters, dazzling graphics and amazing moves electrify the battles. Four different modes and multiple endings will keep you coming back for more. The brawl is on and no cream puffs allowed. Feel the aches, Feel the pain, Feel the fury.



SNK



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NFL Quarterback Club 2000

Go to the cheat codes menu and put in any of these codes for the following results.

Big Football: BCBHLL
Plumber Ball: FLBBR
More Fumbles: BITTRFNGRS

Large Coin at Toss: BGMVNY
Players on Fire: HSNFR



All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHETEA
Madden Team: INTHEFUTURE
Marshall's Team: COWBOYS

Mario Golf

Password Screen: At the main menu highlight the option labeled "Club House" and press Z+RA at the same time.

Trod Highlands Tournament: Put in KPWVWlyg as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L button and choose a character.

First Camp Hyeule Kyo: Enter aGQ5efia as a password at the code entry screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyeule Kyo: Enter sVWbly06 as a password at the code entry screen to play a tournament at the Trod Highlands course with Plant as your player.

MLB Featuring Ken Griffey Jr.

Pitcher Dance: When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey: Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Left, Left. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series: To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the stadium select screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!

How Up the Batter: When you are up to bat, press Right, Left, Down, Right, Up, Right, Left, Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Left, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're

playing.

Up-Up All Cars: Hold X + C-Up + C-Right + C-Left, Right, Left, Left.

Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: C-Left, C-Down, C-Right, C-Left, C-Down, C-Down, C-Down, C-Down.

Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Quit Race and Win: Press X + C-Down. Note: This code doesn't work in time trials.

Change Camera Angle: Hold Z and press Up, Down, Left or Right.

Change Camera Zoom: Hold Z and press L or R.

Turn Player into Computer Drone: Hold Z and press C-Left.

Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply re-enter it.

Mission Impossible
 Enter all of these codes during the mission (level) select screen. After you enter a code correctly you will hear Ewan McGregor say "There, that's better."

U2 With 30 rounds: Right-C, Left-C, Right-C, Down-C, R.

Mini-Rocket Launcher with 30 rockets: R, L, Left-C, Right-C, Down-C.

7.65 Silencer with 30 rounds: Up-C, L, Right-C, Left-C, Up-C.

9mm HI POWER with 30 rounds: R, L, Down-C, Up-C, Up-C.

Monster Truck Madness 64
 Enter these passwords for the results shown below.

Low Rider Trucks: YROR. All of your trucks have low rider wheels!

Unlimited Missiles: YWNT. While playing a game, press Left to fire the missiles.

Get Notes: DRPS. While playing, press Up to hear various bleeping noises.

Programmer Textures: JPMNS. This will change all the game's ground textures into black and white pictures of one of the game's programmers.

Strange Mode: JWPFR. You will see a change in the graphics.

Mortal Kombat Trilogy
 Access Extra Option Screen: At the "Intro Story" screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the options for the hidden "Extra Option"

menu.

Select Kombat Zone: At the player select screen, highlight Sonya and press Up+Start. The screen will shake and you will notice the Zone Select at the top.

Play as Shao Kahn: After entering the Zone Select code, select your fighter and choose "Pit 3" as your zone. Before the match begins, hold Down+Up. Your fighter should morph when the fight begins.

Play as Motaro: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your zone. Before the match begins, hold Left+Down+High Kick+High Kick simultaneously. Your fighter should morph when the fight begins.

Play as Human Snake: Select Robo-Snake as your fighter then hold Left+Down+D-Pad+Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Snake should then morph into Human Snake.

Super Endurance Path: Press Down+Start while highlighting Kano at the player select screen. The screen will shake. Then select the hardest path for Super Endurance.

Free Play: To access the free Play Mode, go to the story screen and quickly enter Up, Left, Right, Right, Left, Left, Down. You'll hear a sound. If you lose, your credits will now be on free Play!

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 30 seconds, or until a secret menu appears.

Once you see the secret "Cheats" menu, you will be able to turn on and off endings, fatalities and level fatalities!

Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Play as Noob Sabot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Baria). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Sabot!

Mortal Kombat: Mythologies

Go into the "Password" option and enter any of the codes as shown. If you do the arms and lives codes correctly you will hear the sound of life after you exit. With the other codes, the effects are evident when you exit the screen.

To Victory Lives: NCVXSVZ
 1,000 Lives: GTTBHR
 View Credits: CRVDS
 Ultimate Cheat: ZCHRRY
 Expanding Boss: RCMOND

NASCAR 99
 Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.

NBA Jam '99
 These codes are to be entered after pressing Start to pause in the middle of the game. **Automatically Make Your Next Shot:** L button, L button, C-Up, L button, L button, C-Up, L button, L button, C-Up, Z.
Dunk From Anywhere: L button, L button, C-Down, L button, L button, C-Down, L button, L button, C-Down, Z.
Super Puke: L button, L button, Up, L button, L button, Up, L button, L button, Up, Z.
Tie the Score: L button, L button, Down, L button, L button, Down, L button, L button, Down, Z.
Turn Team on Fire: L button, L button, Right, L button, L button, Right, L button, L button, Right, Z.
Cancel Activated Cheats: L button, L button, Right, L button, L button, Right, L button, L button, Right, Z.

NHL 99
More Speed: FASTER
No Goals: PULLED

NFL Blitz 2000
 Hidden Players: Select the "Error Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name	PIN
BRAIN	1111
(Brian)	
NAME: FORDEM	PIN: 1111
(Dan Fordem)	
Name: SKULL	PIN: 1111
(Skull)	
Name: TURMEL	PIN: 0322
(Mark Turmel)	

Cheat Codes: At the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the score has been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(2), Left, Turbo. More than one code may be activated per game.

Infinite Turbo: 3-4-4 Up.
Fast Turbo running: 0-3-4 Left.
Power-up offense: 3-1-2 Up.
Power-up defense: 4-2-1 Up.
Power-up teammates: 2-3-3 Up.
Power-up blockers: 3-3-2 Left.
Super blitzing: 0-4-5 Up.
Super field goals: 1-2-3 Left.
No interceptions: 3-4-4 Up.
No random fumbles: 1-2-3 Down.
No first downs: 2-0-0 Up.
No punting: 1-1-1 Up.
Always stepping out of bounds: 3-0-1 Left.
Fast passes: 2-0-1 Left.
Turn off stadium: 5-0-0 Left.
Late hits: 0-0-0 Up.
Show field goal: 0-0-0 Down.
Show punt hang time: 0-0-1 Right.
Use team plays: 1-0-0 Up.
Hide receiver name: 1-0-2 Right.
Invisible 4: 3-3-1 Up.
Big football: 1-0-5-0 Right.
Big heads: 3-0-0 Right.
Huge heads: 0-4-0 Up.
No heads: 3-0-1 Left.
Headless team: 1-0-3 Right.
Team tiny players: 3-0-0 Right.
Team big heads: 2-0-0 Right.

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No play selection (Teams Must Agree): 1-5 Left
Show more field (Teams Must Agree): 0-2 Right
No CPU assistance (Teams Must Agree): 0-2 Down
Power-Up speed (Teams Must Agree): 4-5 Left
Hyper Blitz (Teams Must Agree): 5-5 Up
Sprint CPU opponent: 5-4 Down
Tournament mode (2P Game): 1-1 Down
Always quarterback (Requires two human teammates): 2-2 Left
Always receiver (Requires two human teammates): 2-2 Right
Old day stadium: 5-0 Up
Day stadium: 5-0 Down
City stadium: 5-0 Left
Old night stadium: 5-0 Up
Night stadium: 5-0 Down
Future stadium: 5-0 Left
Old snow stadium: 5-0 Up
Snow stadium: 5-0 Down
Raman stadium: 5-0 Left
Grass field: 3-0 Up
Asphalt field: 3-0 Up
Dirt field: 3-0 Up
Astroturf field: 3-0 Up
Snow field: 3-0 Up
Flag on: 0-3 Down
Thick fog on: 0-4 Down
Weather, snow: 5-2 Down
Weather, rain: 5-5 Right
Night game: 0-2 Right

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.
Rugby Mode: RUGBY
Moby Infants: HSPFL

NHL Breakaway '99

All Cheats: At the main menu screen, quickly press C Left, C Right, C Left, C Right, R, & A. "Cheat Menu" option will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

Nightmare Creatures

Cheat Menu: Access the "Password" option from the main menu and enter Left, Up, Down, C, Left, C, Right, C, Up, C Left, C Down, A cheat menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge

Off Road Tracks: On the track selection screen, hold Up on the control pad and press the B button simultaneously. You'll hear an air whist sound. Now highlight the B Race track, hold Z, and press the A button. **Ragdoll Tracks:** On the track selection screen, hold Left on the control pad and press the B button. You'll hear an air whist sound. Now highlight the Magma track, hold Z, and press the A button.

Guidance Tracks: On the track selection screen, hold Down on the control pad and press the B button. You'll hear an air whist sound. Now highlight the Virgin track, hold Z, and press the A button.

Monster Tracks: On the Track Selection Screen, press one of the following C-button combinations to get the alternate Monster Track:
Left: Thunder
Right: C The Crusher
Up: C 4x4 Monster
Down: C Panther

PilotWings 64

Jumpie Hopper: First, you must get to the third stage of the Jumpie Hopper event. When you begin this stage, jump between the building you started on and the building in front of your starting position. The aim is to get through the doorway of the bluish green building. This is best done by jumping against the building across from it and landing right next to the open doorway (This is very difficult to do and requires a lot of practice). Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

The New Tetris

Turbo Mode: Select Single Player Mode, enter 215A5U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Select: Select Single Player Mode, enter 421Z4U7 as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the audio options screen and set the song to "Halo" and the music mode to "Chaos". Then select Single Player Mode, enter HALLUC as a name, then highlight "OK" and press A. A Kaleidoscope will now appear in place of the game. Note: The Nintendo 64 must be reset to quit this mode.

Quake II

Unlimited Ammo in Multiplayer: S31NFIN
T135HOTS
Low Gravity in Multiplayer: S31LOWGR V1TY
TTTT

Final Mission Password: To access the "Password" screen, choose LOAD GAME then press B when the list of saved games appears. Now enter 6607VQCH 88HF DQGL. **Timed Mission:** First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the mode screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VB8B RBBC VF8Y. You will automatically be brought to a third game and it will be called Mission 0.

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter (RNGY) on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives, and more!

Rampage: World Tour

Level Select: At the character selection screen, hold L and all four C buttons simultaneously until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city, or press Up and Down to change the country.

V-Rally Edition '99

Cheat Options: When you are at the screen that says, "Press Start," enter L+R, C Left, C Right, L+R, Start. Now on the Main Menu Screen, hold Z and

press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!



Re-Volt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

S.C.A.R.S.

Go to the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.

Crystal Cup: 15555K
Diamond Cup: 0000Y
Zenith Cup: 02PH0K
Master Mode: PARKS
Scorpion Cam: 5053ST
Cobra Cam: TRITLL
Cerbera Cam: NRNRNR
Panther Cam: YMTSTR
All Cars and Tracks: WLWVDD

Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

San Francisco Rush

Back Tire Slow: Press and hold Right-C, then Left-C, release and reverse.
Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.
Drive Burning Halls: Hold Up-C and press Z, Z, Z.
Front Tire Slow: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.
Turn Car Into Mine: Press Right-C, Right-C, Z, Down, Down-C, Up-C, Z, Down, Left-C, Left-C.
Secret Alcatraz Level: Go to the start game menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as follows: 80P9K5L455P G9YWCQW6RQDQ.

After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a "Celebration" screen and the code to get the Formula's car: 3J0N the car select screen. Hold Left-C, then Z, and release them. Next, press Left-C, then 3J0N the Setup Screen. Hold Up-C, then Z and release them. Next, press Up, 3J0N the car select screen. Hold Down-C, then Z and release them. Press Down, L button, R button. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

Snowboard Kids

Hidden Stage and Cool Colors: On the title screen, press Z, R, C-Up, Down (D-pad), Left (Analog Stick), Right (Analog Stick), Up (D-Pad), R, Z, A. You will hear an evil laugh if it

To the Finish Line

Rush 2: Extreme Racing USA

Rush Mode: Choose the Practice Mode with two players. Then after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his/her car is hit by the other player or destroyed. A timer will keep track of how long the current player has been "It."

WipeOut 64

All Ships: At the main menu, hold Z+L+R. Quickly press Down-C 4 times, Right-C once, Up-C once, Left-C. After you enter the code, you'll see a green flash on the screen.

Infinite Energy: Hold Z+L+R while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C. **Infinite Weapons:** Hold Z+L+R while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access All GT2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the "GT2 Circuit" menu. It says "Teams/Event Select," "Save Game" and "Main Menu" on the left. Using the second controller, press Z, Right, Z, Z, Z, L+Down, A, Right, Start. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. Note: No expense points will be gained and the same number of Gold Coins will still be needed to unlock events.

is done correctly. Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter 0MGT0X9B and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Shavin' Marvin and Big Gay Al! **Ultimate Cheat:** Move: ROBBYB810
Level Select: THEARTISTMOVED
Sidney Characters: VEGGIEHAWED
Big Headed Characters: MEGANNOGIN

FOR GAME BOY
COLOR



Join Porky Pig,
Tweety Bird, Daffy
Duck, Tasmanian
Devil, Speedy
Gonzales and, of
course, Bugs Bunny
as they romp
through adventure
after adventure!



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SUNSOFT

Credit Cheat: SCREWWOUGHS
Infinite Ammo: FATTERWACKER
All Weapons: FATTERWACKER
Invincibility: ASSMAN
Pen and Ink Mode: PLANEARLUM

Space Station: Silicon Valley

Hidden Levels: From the "Saved Game Select" screen, press Down, Up, Z button, L button, Down, Left, Z button, Down. If you do it correctly, you will hear a "jerry" sound. Select your saved game and the Zone Select ring will appear. Press Left to back up one zone and you will see the hidden level!

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRDAGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the Pause menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle invincibility, AI speed, Intelligence, Mirror Mode, and Edit Vehicle Stats!

Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod races. Press R+Z again to de-activate the auto pilot and get back full control of your race.

All Tracks and Races: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L+R. Next, press Right C. It should say "All pods and all tracks unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Insult the Favorite: Press and hold the Z button before starting a race.

Star Wars: Rogue Squadron

Naboo Fighter: Enter HALFA32 and ignore the incoming enemy sound. Next, enter YNGWIL as a second passcode and a Naboo Starfighter from Star Wars Episode 1: The Phantom Menace will be between the X-Wing and Y-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable the code, enter HALFA32 as a first passcode and anything else as a second passcode.

Superman

Mission Select: First begin a one player game and play until you get the option to save the game on the Controller Pak. Save the game, then reset. Select "Load Game" from the main menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L+R for approximately one second, then press A. A mission select

tion screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the option screen from the main menu.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you're out!

Three Outs: Hold L+R+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the inning!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.

Big Head Mode: UBERNOODLE

Stick Mode: HOLASTICKBOY

Big Hands and Feet Mode: STOMPEN

Pen and Ink Mode: PPSQUEAK

Tiny and Ink Mode: ISOTABIA

Guns and Mode: WHATSACTUREMAP

Juan's Cheat: HEEREESUNO

Zach's Cheat: AAHQOQ

Blackout Cheat: LIGHTSOON

Frosty Stripe Characters: FROSTYSTRIPE

Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONSATHAND. To activate any of the newly unlocked cheats, go to the cheats section from the main menu.

Unop Single Player Levels: Note: Must have "Unlock All Cheats" opened for the desired level.

Begin a Game in Multi: Go to the cheats menu after players have chosen characters. Turn to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Pusscode" option and enter any of the following codes for the results as shown.

Reduced Gravity: A_WOON_GETAWAY

No Enemies Present: POPULATION_OUT

No Damage: UNVING_FOREVER

All Ending Movies to Play in Sequence: LONG_SLIDESHOW

Choose the Same Car or Enemy Car in AP Quest: MDX_MARCH_CARS

Unlock All Cars Except Flying Sausage: GANGES_UNLOCKED

Unlock the Flying Sausage: GIMME_DALUEN

Unlock Hidden Levels: LEVEL_SHORCUT

Enhanced Missile: MISSILE_ATTACK

WinBack: Covert Operations

Trial Mode: On the title screen that says, "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, C-Down, press Start. Now Trial Mode will be available. You can play any level in the game with this mode.



Open All Multi-Player Characters: On the title screen that says, "Press Start," enter Up, Down, Down, Right, Right, Left, Left, Left, Left, C-Down, press Start. This will give you access to all the characters, including the bosses!



Hardest Difficulty: I_AW_TOUGH_GUY
Slow Motion Mode: GO_REALY_SLOW
Ultra-High Res Display Mode: MAX_RESOLUTION
No Weapon Deal While Firing: FIRE_NO_LIMITS
Unlock Everything: JIBTYCDSLRMGW

WCW Nitro

All of these codes can be entered at the title screen.

Balloon Heads: Left-C(2), L, Z. Damage to wrestlers makes their heads swell.

Big Heads, Hands and Feet: R(2), Right-C, Z.

All Wrestlers: Right-C(2), Left-C(2), R(2), L(2), Z.

Extra Rings: Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z.

Big Heads: Right-C(2), R, Z.

Dance Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WipeOut 64

All Ships: At the main menu hold Z+L+R. Quickly press Down-C(2), Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.

Infinite Energy: Hold Z+L+R while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.

Infinite Weapons: Hold Z+L+R while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access all 64 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 circuit menu. It says "Items/Menu Select."

"Save Game" and "Wannabe" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B+C-Down, A, Right, Start. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. Note: No experience points will be gained and the zone number of Gold Cups will still be needed to unlock events.

WWF Attitude

Win European Belt Mero and Sabre: This unlocks the coolest woman in wrestling and a dopey complementary wrestler.

Squeaky Voices: This option makes the announcer's voices even more annoying than they already are.

Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of hellfire.

Win First Round of "King of the Ring": Kungen and Take: Rings about two to eight and entertaining wrestlers. Takes the pick of this list, though.

Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.

Win Intercontinental Belt Jacqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sabre.

Born Attributes: You'll have three more points for your created wrestlers, which makes 36 points in all!

Big Head Cheats: You'll have access to big noggins for all the wrestlers with this.

Win Royal Rumble Pak Basher and Jerry "The King" Lawler: Two more to choose from.

Win Heavyweight Belt Beef Mode: Sleeps out the potential prop heads.

Head: At Snow's marquis head is now a wrestler.

Eye Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L, then the R button at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!

Random Wrestler: On the character selection screen, hold Up and press Block.

Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.

Access Dude Love and Cactus Jack: Best WWF Challenge on "Normal" with Mankind.

Bump and Part Mode: Best WWF Challenge with Mash or Thrasher on any difficulty.

Whenever you get hit or hit someone, you'll hear a burp or a fart!

Goldust's Extra Costumes: Best WWF Challenge on Normal with Goldust to get more costumes.

Ladies Night Mode: Best WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode. No Wingo Mode.

Disable Blocking: Best WWF Challenge with Faarooq or Ken Shamrock.

Color Reflections: Best WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.

Play as Sue: Best WWF Challenge with Owen or Bret Hart to access Sue the ring girl.



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Evil Tricks

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips. To do this, you must be at the main menu. Highlight "Advanced Mode," and press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the hints and cheats normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play As Hunk: To get Hunk, beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play As Teller: This is a bit tougher. Now, beat three complete games, making sure that you get Hunk on your first or second try.

Alternate Costumes: you have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first floor room below the stairs on the west side of the police department. Open it to find brand new costumes for Claire and Leon. These will give you a slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock Version

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Hot Wheels: Turbo Racing

Enter any of these codes on the main menu screen. You will hear a sound to confirm correct code entry.

Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.
Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.
Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.
Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.
Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.
Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.



Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a controller in port two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frezzy

Bonus Options: When "Push Start" appears at the title screen, press Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access new options including hidden modes and viewing the ending RVW sequences.

Irritating Stick

Extra Lives: At the mode select screen, highlight "SP Play" and press Right on the D Pad four times. Highlight "Tournament" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "SP Play" and press X. You will hear the crowd cheer to confirm the code. Now you will begin the game with seven lives instead of three!

Legacy of Kain: Soul Reaver

Refill Health: Hold L and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L and press Triangle, Down, L, Right, Up, Down.
Hurt Raziel: Hold L and press Left, Circle, Up, Up, Down.
Force: Hold L and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyphs: Hold L and press Down, Left, Triangle, Down, Up.
Stone Glyphs: Hold L and press Down,

Circle, Up, Left, Down, Right, Right.
Sound Glyphs: Hold L and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyphs: Hold L and press Down, Circle, Up, Down, Right.
Fire Glyphs: Hold L and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyphs: Hold L and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Lode Runner

Level Warp: In the middle of play, hold L or R2 and press one of the following buttons to warp to a different level.
 Circle = Forward one level
 Square = Back one level
 Triangle = Forward 35 levels
 X = Back 35 levels.
Extra Lives: On your last life, press Select and go to Restart. When the level reappears, you will begin it with five lives.

See the Cinemas: On the main menu, move down to options. With options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas. [R2+L, L+R2, R1+L, L+R1] While holding the combination of buttons, press X to access that cinema. If you wanted to see the Level 1 cinema, you would hold R2+L and then press X, all on controller 2.

Rester Gameplay: The "Legend Returns" from the main menu screen. Highlight "X Player" on the next screen and hold R2. Then press the X button.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Games: Insert the "Maid of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will be taken to a new title screen called, "Lords of Lunar." You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options, and more!

Madden NFL 99

At the main menu screen, move down, highlight and access the "Code Entry" option. On the code entry screen, press X on "New Code" option. Enter any of the codes for the results shown.

All Stars NFL: BESTINFC

All Stars AFC: AFBEST
 Madden '98 Team: BCOM
 Stars Leaders: WITHHEMAN
 All '90s Team: PEACELOVE
 All '90s Team: BELLODDOMS
 All '90s Team: HERAPARADISE
 Madden All-Time Greats: TURKEYLEG
 75th Anniversary Team: THROWBACK
 NFL Equipment Team: GEARGUYS
 '99 Cleveland Browns: WELCOMEBACK
 EA Sports Team: INTHEGAME

Madden NFL 2000

Enter one of the following codes at the code entry screen to turn on any of these cheats as shown below:

20 Yard First downs: FIRST200
 Super Soft Arm: SMACDOWN
 Super Jumps: SPONGE
 More Injuries: PAINFUL
 More Sacks: QBINTHECLUB
 More Fumbles: ROLLERBALL
 Easier Interceptions: PICKEDOFF
 No Interceptions: EXPRESSBALL
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 Big Versus Small Players: ANIMIE
 Camera Follows Football: VERTIGO
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 1972 Raiders Team: GETMADDOCTOR
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 1976 Patriots Team: HACHOHEESE
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 1981 Chargers Team: BULLWORKEYS
 1985 Dolphins Team: CHICKEN
 1995 Bears Team: DOKDOKID
 1986 Browns Team: KAMAHAMIDIA
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 1988 49ers Team: CALLMESALLY
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 1990 Giants Team: PROFSMOOTH
 1990 Bills Team: SPOON
 1995 Steelers Team: STEAMPUNK
 1995 Colts Team: PREDATORS
 1997 Packers Team: TUNDRA
 1997 Broncos Team: EARTHPEROLE

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Henry Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Seed

All Monsters: Go to the menu screen at the South Mountain Ranch and highlight "Buy a Monster." Enter R2, R1, L1, L2, R2, L1, L2, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rills, rogues and hunters. See Ending: To see the ending without beating the game, at the title menu screen enter L2, R1, L2, R1, L2, R1, L2, R1. You will hear a sound to confirm that it worked. A new

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NINTENDO 64



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Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 99

Big Players: BGRIG
Big Heads: BRAINY

View Annals: Enter these passwords to do a "fly-by" of the following stadiums.

ANA: Arrowhead Pond (Anaheim).
BOS: FleetCenter (Boston).
BUF: Marine Midland Arena (Buffalo).
CGY: Canadian Airlines Saddledome (Calgary).
CAR: Greensboro Coliseum (Carolina).
CHI: United Center (Chicago).
COL: McNichols Sports Arena (Colorado).
DAL: Reunion Arena (Dallas).
DET: Joe Louis Arena (Detroit).
EDM: Edmonton Coliseum (Edmonton).
FLA: Miami Arena (Florida).
LAK: Great Western Forum (Los Angeles).
MIN: Mollson Center (Montreal).
NAS or NSH: Nashville Arena (Nashville).
NYI: Nassau Veterans Memorial Coliseum (New York Islanders).
NYR: Madison Square Garden (New York Rangers).
OTT: Corel Center (Ottawa).
PHI: CorelCenter (Philadelphia).
PHO: America West Arena (Phoenix).
PIT: Civic Arena (Pittsburgh).
STL: Kiel Center (St. Louis).
TOR: Maple Leaf Gardens (Toronto).
VAN: GM Place (Vancouver).
WAS: MCI Center (Washington).

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L1, R1, L2, R2, Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpauses, you'll be a skeleton with infinite lives, energy, smoke bombs, magic pebbles and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maked-out items you got when you were the skeleton.

Level Select: Remove your memory card then turn on the PlayStation. When the screen says "Checking Memory Card," quickly press L1, L2, R1, R2, R3. The words "Del's Level Cheat On!" will briefly appear. Start a new game and you'll access the Level Select menu.

Oddworld: Abe's Exodus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Attire:* Skipping sections of the game will decrease the number of saved Mudokons in the game!

P.D.T.

Press Start to pause the game in the middle of play and enter one of the following codes.

YG

Fill Health: Left, Right, Left, Right, Square.
Fill Mana: Left, Right, Left, Right, Circle.
Fill Annals: Left, Right, Up, Down, Circle, Square.
Power Up Weapons: R1, L1, R2, L2, Left, Right, Up, Down.
Raise Abilities: Square, Circle, Triangle, Select, Left.
Fill Experience: Circle, Square, L1, L2, R1, Select.
Turn Off Monster Energy: Triangle, Square, Circle, Triangle, Circle.
30 Lives: Triangle, Up, Circle, Right, Select, Square.
Raise Level for Each Spell: Down, Triangle, Select, L1, R1, Select.

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the password screen, enter any of the following. **Add to Lives to Next Game:** GIVENELIFE. **Play All Movies:** PLAYMOVIES. **Play the Original Comic-Style Cutscenes:** PIT-FAUCOMING. **Get 99 Lives:** STEVECRAMENE. **See Harry in 3D:** ZOHARRY. **Make Harry Weightless:** ZEOGHARRY. **Huge Head Harry:** BIGHEADHARRY. **Turn Off In-Game Cues:** STOPTALKING. **See Credits Sequence:** CREDITS. **Special Credits Screen:** Holding R1 at the end of the last credit, the "Thanks to families" screen, brings you to a "Self-Complimentary Credit" screen.

R-Type Delta

Level Select: Use the bombs more than 100,000 times.
9 Credits: Gain over three hours of gameplay.
Free Play Mode: Gain over six hours of gameplay.

Power Armor: Beat the game in "Human" or higher difficulty setting, or by playing the game more than 300 times.

All Force Power and Full Power Ups: To maximize your weapons during any time of the game, press Start to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Rod. If you want the Force Rod at any time, do the code for All Force Power followed by any of the power-up codes. **All Force power Left:** Right, Up, Down, Right, Left, Up, Down, Triangle. **Red Power up Left:** Right, Up, Down, Right, Left, Up, Down, Square. **Blue power-up Left:** Right, Up, Down, Right, Left, Up, Down, X. **Yellow power up:** Left, Right, Up, Down, Right, Left, Up, Down, Circle.

R-Types

Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press L2 (L1, R2). **Begin gameplay and press Start to access the "Stage Select" and FMV sequences within the menu options.** Choose your stage and then press X to begin. **Slow Down Ships:** Pause gameplay in R-Type or R-Type II. Hold L1 and press Right, Up, Right, Up, Down, Left, Down, Left, X. **Speed Up Ships:** Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.



other codes as shown.

Enable Cheats: Press L1+R1+R2+Select at same time when you first start the level. **Invincibility:** Press L1+R1 at same time, then press Up, Down, Left, Right. **Infinite Weapons:** Press and hold L1+R1, then press Up, Down, Up, R2. **Unlimited Jumps:** Press Circle, Square, R2, X, Triangle, R2. **Play as Big Diddy:** Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Make Your" as your level. Big Diddy will appear on the character select screen. **Single Level:** L1+R2+Left. Hold these buttons until you see text confirming that it worked. **Blow Up the Earth:** Lay an upgraded lob bomb in the back corner within 500 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

Roll Away

You may enter any of the following codes at any time during gameplay. **Temporary Invincibility:** Right, Down, L1, R2, R3, X, Triangle, Square. **30 Extra Seconds in Time Trial Mode:** L1, L2, Triangle, Triangle, X, X, Triangle, Down. This only works once per level. **Warp to Bonus Stage:** Triangle, Up, Triangle, L2, L2, Square, X. **Clear Screen in Bonus Stage:** Right, X, Square, L1, Square, X, X, Square. **Extra 30,000 Points:** Square, Up, Down, L2, R1, Triangle, X, Triangle. **Cheat Pattern Background:** L1, Circle, Left, Right, L2, Left, R2. **Enable Motion Blur Background:** Circle, L2, Circle, R2, Circle, Square, Circle.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

S.C.A.R.S.

Cups, Cars, and Modes: On the title screen, press Start. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose "Settings." Now move down and highlight the "Password" option and enter one of the following codes. **GLASS:** Activates the Crystal Cup. **ROCKY:** Activates the Diamond Cup.

Test Drive 6

From the main menu screen, move down to "Race Menu," highlight it and press X. Now at the "Enter Your Name" screen, put in any of these codes for the results as shown: **ANGIE:** This will give you \$5,000,000 cash (Buy any car you want)! **ERERTH:** All the tracks are now available in the Single Race.



ZDFEAK: Activates the Zenith Cup. **XPRTS:** Activates the Challenge Mode. **DESERT:** Activates the Scorpion Cup. **BATTLE:** Activates the Cobra Cup. **RUNNER:** Activates the Chevalier Cup. **MYSTER:** Activates the Panther Cup. **ALVIB:** Activates the Codes.

Select Storm

Select the **Isabelle** option in order to display the password screen. Now enter these codes: **Storm Sled:** Circle, Square, Square, R2, R2, L1, X, Triangle. In the Single Race Mode, the Storm Sled is now available. **Play as Jackie:** L2, L2, Circle, R2, Square, R1, L1, Triangle. **Play as Sergei:** Square, L1, Square, L2, Triangle, R2, X, Circle.

Sports Car GT

Enter these codes at the "Press Start" screen. **Extra Money:** Up, Left(2), Right, Down, Right, L1, Square. **All Cars:** Up, Right, Left, Right, Down, Up, L1, R2. **All Tracks:** Down, Down, Left, Right, Up, Left, Circle, R2.

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.

All Cheats Unlocked: ZIOBBIBIRD. Now go back to the main menu and go into the cheats menu to see "Level Select" and more options!

Unlock Characters in Head to Head Mode:

MSLAPUMMEAL: Unlocks Starvin Marvin.
SRAFT: Unlocks Terrance.
PPHAERT: Unlocks Phillip.
VDOOTHYFRIEND: Unlocks Mr. Gertson.
ACHEATINGSBAD: Unlocks Mr. Mackey.
YUONEMACHINE: Unlocks Chef.
BOHECKATACO: Unlocks Wendy.
SHSHNCHIPS: Unlocks Pip.
HKOCKME: Unlocks Ito.
KALLIWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephato.
QSTARINFROG: Unlocks Jimbo.
JHAWING: Unlocks Ned.
GOUTRANGE: Unlocks Big Gay AL.
DEDSLIVES: Unlocks Officer Barbady.
TMAESTIC: Unlocks the Alien.

Street Sk8er

All Boards: Go to the main menu screen and press Right, Right, R3, R2, Left, Left, L3, L2. After the code is entered, you will hear a voice say "Healt!"

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your final battle fight will be with Shin Akuma instead of M. Bison!

Syphon Filter

Level Select: Pause the game and go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L2+R2. Select+Square+K.

All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+K (in order). Note: Only the weapons normally available during the current level will become selectable.

Hard Mode: While on "New Game" on the title screen, press Left+L2+R2+Select+Square+Circle+K. You will hear Gabe say "Damn it!" when entered correctly. When you start the first level, the screen will say "Hard Difficulty" under the area name.

Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some cars, shoot him, then go into that room and out the window. On the right is a fence and an elevator on the left is an alley. Go down the alley and you should be in a street with flaming squad cars at the end. On the left side are three clocks. Use the Solping Mode to look up, and it should say "Theater" above the right clock. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R2+K. Gabe should say "Got it!" after you enter the code.

When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the Start button to pause. While the game is paused, hold L+R2 and press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L2 and R2 and then press L2, R2, L2 and R2. Now press Start and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, changed items, layout enemy, etc., will become available.

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Punishing Puzzles

Bust-A-Move

Level 1: \$3,500 Password: Enter the "Continue" screen to open the "Password" screen. Then enter the following: Round 51: LBWAWW Round 52: GBWAWW Round 53: CQ6Q6E Round 54: XT999Y Round 55: CUMWSS Round 56: VDWVRS Round 57: MCDJAW Round 58: PWD24E Round 59: SF4B63 Round 60: H9975Q Round 61: SDDC4A Round 62: RPT0B9 Round 63: PC8BYW Round 64: C500B0 Round 65: B92ZNG Round 66: 4L2222 Round 67: DM0QVW Round 68: LR2FFC Round 69: Q99977 Round 70: WPD0VW Round 71: B5F0XK Round 72: 450F22 Round 73: ZR8F4C Round 74: S2L9R1 Round 75: DRUK2K Round 76: HXWQJQ Round 77: 5070T1 Round 78: ZL5FA4 Round 79: S2YHNS Round 80: 439N1 Round 81: F50WVW Round 82: BFB30Q Round 83: KRW4F2 Round 84: UQW47W Round 85: R3PWN1 Round 86: WNSM7P Round 87: 05L04Z Round 88: TWQ65Q Round 89: D6WJUN Round 90: R2T5T5 Round 91: DQW4W Round 92: QK5T57 Round 93: 3UW4W Round 94: 1G109P Round 95: P2GMBP Round 96: 04R4M4 Round 97: 0TBG2B Round 98: 0PQ2WV Round 99: V3R3LL Round 100: C0SLQJ

Kirby's Avalanche

Special Custom: While playing, take Pad two and hold buttons A, B, X and Y simultaneously. While holding these, press Reset on the Super NES. On the "Select-A-Mode" screen, access the options menu to "Custom" and you'll find a "Special Custom" option.

Tetris Attack

Special Stage: Choose a One-Player game, Stage Clear, enter XBRUN45, and then choose "Gst." A secret stage with Bowser will interrupt your game. Fight him to the death!

Play as Fred Characters: Choose the One-Player Ws. Mode and start a new game. You must win the match against Lakitu. When the arena shows that he is free, press and hold X and Y simultaneously. Keep holding it until you get a selection screen with Yoshi and Lakitu. You may now choose and play as him. Keep doing this as you free your friends for more characters.

Super Hard Mode: Choose a One-Player game, Ws. Mode. Then select the "Now Game" option. At the "Set Level" screen, highlight the "Hard" level. Then use controller 1 and press and hold UP+L together. With these held, press the A button. The lower portion of the screen will turn red. Now, the first opponent will be almost as difficult as the boss.

Boomer's Adventure in Asimk World

Stage Select: Enter ANQENT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your password, put in → 5 → V. Press Start to get to the "Stage Select" screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select "Exit" or it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B, and Down on the title screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

Castlevania: The Adventure

Secret Skip: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whenever you do, don't whip it if you collect all the torches after that, you'll discover that one will become a U-P instead of just being another coin.

Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

Extra Lives: In the beginning of the game go to the "Password" option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: In the beginning of the game go to the "Password" option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Go to the "Password" option and put a heart in the first box, an eyeball in the second, a candle in the third, and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle, and a heart in the boxes and you will be in the room with the final boss, Dracula!

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the credits, you will reach the title screen. Move the cursor down to "Password" and press Start.



Game Boy

On the password screen, enter the code and N. You will be sent to the fourth level of Easy Mode with this trick.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in the first of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

Go Banana Coins: B, B, A, A
All Kremcoins: A, B, A, B
Extra Lives: A, A, B, B

Donkey Kong Land 3

Bonus Stage: Go to the Cape Cretaceous levels "Total Reck!" When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 20 to 30 Warp: When you get to the flashing screen of wall at the end of the first level, turn 360 degrees and fire at the wall. The wall will disappear, revealing a clue that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to move to level 30!

Level 30 to 30 Warp: As soon as you see the Level 30 cut, turn 360 degrees and fire at the wall. A new cut will open up that takes you straight to Level 30!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the Space Fever II game begins, don't shoot either of the first two coins (the ones that will take you to the QJ, or Ball game). Instead, wait for them to go away and play the space game until you get a high score of a 2,000 points or more. Once you do this, the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will utilize your game face. Win first place, and press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Kirby's Dream Land

Special Credit Mode: At the title screen, press and hold Down+B-Select. Using the Control Pad, you can choose different options. On the "Sound Test," press A to enter it so you can listen to different sounds from the game.

Secret Bonus Game: On the Title Screen, hold Up+A-Select at the same time. This word "Extra!" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the "High Score Screen." Press Start to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against

which you want him to fight. Defeating three bosses will let you face King Dedede!

Play Bonus Games: At the title screen, press Left+B-Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter the password: Tag, Elmer Fudd, Daffy Duck. While playing the game, press Start to pause then press Select to skip to the next level.

Men In Black

Levelite Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in the password: 0605. The screen will show "ERROR." Press Start and you'll go back to the Command Center. Begin your game and while you're standing, press and hold Select+Up to float into the air. While in the air press Left or Right to move.

Acquire the Nasty Cricetion Gun: After entering the fly code, press the Select and A buttons simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages: Put in the password 2499, and then begin a new game. To skip to the next level, press Start to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Fasten Doors Without Unlocking Them: SUNSHINE

NFL Blitz

From the main menu screen, choose Dehibition Mode **and then pick your team.** At the "Matchup" screen, press the following buttons for the code results as shown:

No Fumbles: Start, Start, Start, Start, B, B, A, A, Down.
Infinite Turbos: Start, Start, Start, Start, Start, B, A, A, A, Up.
Night Game: Start, Start, B, B, A, A, Right.
No Pointer: Start, Start, Start, B, B, B, A, A, A, Left.
Invisible Receiver: Start, Start, Start, Start, B, B, B, A, A, A, Up.

Pocket Bomberman

Start With All Power-Ups: 5656

Area Passwords:	
FOREST WORLD	
Area 1:	7693
Area 2:	3905
Area 3:	2438
Area 4:	8265
Area 5: Boss	4893
OCEAN WORLD	
Area 1:	2805
Area 2:	9273
Area 3:	1354
Area 4:	4955
Area 5: Boss	8649
WIND WORLD	
Area 1:	0238
Area 2:	5943

Area 3:	6045
Area 4:	2850
Area 5 Boss:	8146
CLOUD WORLD	
Area 1:	9156
Area 2:	2715
Area 3:	4707
Area 4:	7046
Area 5 Boss:	0687
EVL WORLD	
Area 1:	3795
Area 2:	0157
Area 3:	5106
Area 4:	9587
Area 5 Boss:	3752

Samurai Shodown

Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai

Special Modes: Begin and press Select to pull up the options menu. Select "New Game" and push A.
ZAP: Adds a zapping sound effect to a game.
STP: Allows you to view the credits.
MAR: Makes former tiles for an easier game.
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Super Mario Bros. Deluxe

Many of the old tricks for the original *Super Mario Bros.* game on Nintendo work on the new *Game Boy Color* version. For example, the warp zone found in World 3-2 is still intact! **Warp Zone:** Go to World 1-2 and find the second set of moving platforms (the ones moving upwards). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 1, 3, or 4!

Max Out Lives: Go to World 3-4 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps. Either avoid or get rid of the first one. You will have to get the second turtle shell from one of the blocks and Mario's body by jumping on it and making it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-up! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—*Super Mario Bros. 2: The Lost Levels*.

You vs. Boo: You must get a minimum score of 300,000 points. On the title screen, select "Boo" for the "You vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 30 lives instead of five.

Play As Luigi: Press the Select button at the map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins

Easy Mode: On the title screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish.

Play the Demo: When the title screen appears, hold Up, Select and B (in that order). Continue to hold the buttons

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the "Password" screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.



until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swift.

4-1: X, Moon, Up/Down Arrows, Cross

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swift, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, B, A and Start.

Practice Bonus Games: On the title screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "S" on the stage select screen. Select this question mark to practice the bonus games.

Tetris Blast

Fight 2 Mode: On the title screen, press B five times then press Start.

Tiny Toon Adventures

Practice Bonus Games: To practice bonus games before jumping into the action, hold Down and the B button and press Start at the main menu.

Turok 2: Seeds of Evil

Weapons, Level Skip, Etc.: From the main menu screen, access the "Password" option. On the "Password" screen, enter any of these codes for the results as shown:

DIVTRK3CUL: Skip Levels

DIVTRK3NPTS: All Weapons

DIVTRK3NNG: Infinite Energy

DIVTRK3NVS: Infinite Lives

DIVTRK3BRD: Bird Mode

World Heroes 2 Jet

Scorchor Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B and Up. You will hear a sound to confirm that the code was entered correctly. The Scorchor Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the "File Selection" screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

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Game of the Month

J A N U A R Y 2 0 0 0



The King of the Jungle Returns

DONKEY KONG[®] 64

Once you start spilling your energy into the Immense worlds of Donkey Kong 64, you'll know that you're in for something special. This game has more personality than JFK, and the cast of Kongs will charm in ways that'll often surprise and amuse you. If you thought Banjo-Kazooie was cool, you ain't seen nothin' yet. DK64's eight worlds are awe-inspiring to say the least, with amazing aesthetics that'll challenge the senses. But most importantly, the game is just a whole lotta fun. As always with Rare, mini-games, secrets, and extras abound; and the entire quest will take the average gamer more than 50 hours to complete. So get ready to kick it, DK-style!



Know Your Kongs



Donkey Kong

The original Kong, a grumpy shrewt with a cane, is the most recognizable of them all. His Grap Grap Shot is a blast on par with the BBG Blast.

- Weapon: Grap Grap Shot
- Instrument: Bong Blast



Diddy Kong

Diddy's hip style and quick feet give him a fluidity that most other Kongs wish they had. His Rocket Barrel Boost is bused by apes everywhere.

- Weapon: Peanut Poppin'
- Instrument: Guitar Gazing



Lanky Kong

Just because this orangutan doesn't look like the others doesn't mean he's ill-gigantic. His long arms make for some hilarious attacks.

- Weapon: Grap Shooter
- Instrument: Trombone Tromp



Tiny Kong

We're suckers for postcards, and Tiny is no exception—plus she can use them for more than just being cute! Her ability to shrink is great, too.

- Weapon: Feather Bow
- Instrument: Saxophone Slim



Chunky Kong

Sure, his name is Chunky, but Lazy would've been more precise. This barrel of monkey power is as useful for his strength as he is a parody.

- Weapon: Pinapple Launcher
- Instrument: Bongo Bongo



King Kong

The father of Kongs everywhere, this Kong just wasn't cartoonish enough to make the cut. You won't find him in the game, but even that fact is funny.

- Weapon: Faye Keys
- Instrument: Ukulele Umbrae



Golden Bananas and Blueprints

In the following pages you'll see the first four worlds of DK64. With each world, we've provided a whole page dedicated to those hard-to-find Golden Bananas. Keep in mind that while there are only four Golden Bananas shown per Kong, there are five to be found in each world. That's because the fifth Golden Banana can only be obtained by finding and beating down a Krusha with the

same colored hair as the Kong you're using. Once you throw a pounding on him, a Blueprint will pop out. If you return the Blueprint to Snide's HQ, you'll be given the fifth Golden Banana. The Blueprints are represented on the maps in every world by a big X, so look there for those troublesome Krushas and get ready to lay the smack down on those wily beasts. Happy Hunting!

Kong Upgrades

Skill	Location	How Much	What it Does
DONKEY Barrel Blast	Jungle Japes	3 Coins	Able to use Barrel Blast.
Spring Jump	Angry Ape	4 Coins	Able to use DK Invincibility Bananas.
Gorilla Grab	Frantic Factory	7 Coins	Able to Pull Lever with B Button.
Super Simian Slam	Funny Forest	6 Coins	Able to Run Bust Blue Switches.
Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Run Bust Red Switches.
DIDDY Chimpy Charge	Jungle Japes	3 Coins	Able to Charge Gongs. Hold Z, then press B.
Rocket Barrel Boost	Angry Ape	6 Coins	Able to use Jap-ick Bananas. B is thrust. Z is hover.
Simian Spring	Frantic Factory	7 Coins	Able to use Spring Jump on Diddy Symbol. Hold Z.
Super Simian Slam	Funny Forest	6 Coins	Able to Run Bust Blue Switches.
Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Run Bust Red Switches.
TINY Mini Monkey	Angry Ape	3 Coins	Able to use Tiny's Shrinking Bananas.
Feather Fall	Frantic Factory	6 Coins	Able to "Fly" by tapping, then holding A.
Super Simian Slam	Funny Forest	6 Coins	Able to Run Bust Blue Switches.
Monkey Port	Crystal Caves	7 Coins	Able to use Tiny's Transport P.d.
Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Run Bust Red Switches.
LANKY Orange Stand	Angry Ape	3 Coins	Able to use Handstand by holding Z, then pressing B.
Barrel Blast	Frantic Factory	6 Coins	Able to Inflict on Lanky pad by pressing Z.
Super Simian Slam	Funny Forest	6 Coins	Able to Run Bust Blue Switches.
Handstand Sprint	Crystal Caves	7 Coins	Able to walk faster on hands.
Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Run Bust Red Switches.
CHUNKY Hunky Chunky	Frantic Factory	3 Coins	Able to use Chunky's Growth Bananas.
Pinapple Launcher	Frantic Factory	6 Coins	Able to use Big Pinapple. Hold Z, then press B.
Super Simian Slam	Funny Forest	6 Coins	Able to Run Bust Blue Switches.
Gorilla Grab	Crystal Caves	7 Coins	Able to turn Invisible by using Chunky's Symbol.
Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Run Bust Red Switches.



The Hunt for Golden Bananas

by Todd Zmiga

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The entire city of Seattle is smaller than the eight worlds in DK64.

Match that with all kinds of mini-games and piles upon piles of abject silliness, and you've got two things: a quintet of Kongs, and sensory overload. Donkey Kong, one of Nintendo's original heroes, is back, and he's joined by four relatives in yet another hunt to overcome King K. Rool and his wicked henchman.

We've decided to break up this guide in two parts so all the surprises aren't ruined for those of you who absolutely love to hunt the mammoth worlds pieced together by Rare's developers. Just remember—if you're hardcore, you'll get everything in every one of the game's huge worlds. And this guide will be the perfect companion for when you've searched a world inside and out but are still a Banana short.

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World 1: Jungle Japes

Objectives

1. The Varicose Vine

The first thing you'll need to find in Jungle Japes is a vine that stretches from the water. It's not hard to locate, but in a world this big, it's nice to have a little help in finding it. Once you find it, you'll have access to Funky's Shop. And once you know where that is, freeing your buddy, Diddy, isn't such a difficult task.

2. Finding Dee-Wah Diddy

Use the cannon to get to Diddy Kong. After you hit Funky's Shop, exit, then go left. There will be hanging vines. Jump on and you'll find the barrel that will shoot you to a new part of the world where you'll find your good buddy.

3. Rambit: The First Blood

Take DK and his Coconut Shooter to the gate behind Cranky's Lab. Once you shoot open the gate, you'll get three Coins and a chance to alter your "ego." Touch the box and turn into a rhinoceros! Rush around and crash into the huts to reveal hidden switches. When you're done with that, go into the tunnel you came from, take a quick left, and run through the Rambit picture to open up a new path to Troff & Scoff.

4. Ye Olde Mine Cart Race

One of the first mini-games you'll go through is also one of the funnest (at least until you fail to get 50 Coins a few times). Remember to yank the first and third switches to find even more Coins. One trick is to vary your speed. Going fast all the time will wipe you out. Going too slow means that K. Rool's cronies will take shots at you. Reach left and right for Coins and know your best defense against a swinging club is to jump. If you get smacked with a club or dynamite, you'll lose a few Coins.

5. Diddy's Himalaya

Just to the left of Bananasport #2 you'll find a Peanut Poppin' Target. Smack that with the off-hand cannon and a nimp will appear. Hurry up it (it only lasts a short time), and duck into the door you see on your way up. Once you exit the mountain, you'll need to continue up the ramp to grab the Golden Banana that you made appear.

6. Lanky's Hand Stomp

To the far right side (with your back to the entrance) you'll find a place for a Peanut Poppin' shell. Hit that, then take Lanky inside. You'll find goodies galore and pegs on the opposite sides of a DK Island photo. Stomp on these (remember, Lanky uses his hands), and after you take out the bees (think about using your instrument), a Golden Banana will appear behind the picture.

7. Doin' the Butt

Once you've got Chunky on your side, you'll have a world of possibilities. Head over to the big X (on the map) after you've gotten rid of the boulder sitting there. Use the Simian Slam several times and you'll crash through to a whole new world. Once you're there, be prepared with your Pineapple Launcher!

8. Battle Arena #1: The First Crown

Right outside of Funky's Shop, you'll be able to square off against a band of charging beavers. The key is to hold your position and pound the ground with a jump after they close in. Be careful! If they get too close, you're going to have a mouth full of beaver. If you win, you'll get your first Battle Crown.

How to Rescue: Diddy Kong

One of the first objectives is freeing Diddy Kong, your partner in crime. First, DK will have to scare his Coconut Shooter (which means finding three Coins). Then use the green vines hanging next to Funky's Shop to swing across. Once you're there, go to the barrel cannon sitting in the middle of the plateau. It'll shoot you right in front of Diddy's prison. From here, you'll need to locate three doorways with coconut targets above them. The hardest one to hit will be seen from the water. The key to this one is going up to Funky's Shop and getting to the edge where the vines get to Diddy were. Get your crowshairs up, locate the door, and fire. One hit will unlock it. The other two just take a tad of searching. Find 'em and free Diddy!



Boss: Army Dillo vs. Donkey Kong

The truth about Army Dillo is that he's the perfect first boss to screen through so you can show off how useful it is going to be for K. Rool to try to match him with a group of Kongs. Below are the quick and easy steps to dispose the first K. R. throwing, metallic, and buffalo with a... His metal effects remind us of our own Donkey Kong's prowess (or lack thereof) on the basketball court. **Out!** **Like the Wind!** As our fathers told us, if they're bigger than you, hide your time. In this case, you'll need to run with a quickness DK didn't even know he had. Whenever the fireballs are being tossed, wait until they hit to change direction. When Army Dillo gets his shell in place and starts rolling, just run in a tighter circle than his frame can afford to move in.



1. Play-Dead with Dynamite: While you're out there avoiding fireballs, make sure to change directions so that you stay close to him and full of TNT. Although the fireballs will cause it to explode, the explosives will regenerate by the time you need to throw them.

2. Stay on Target: When you've got the dynamite in DK's grasp, be patient. A quick throw of the bomb to the side of Army Dillo's face could prove useless. Take your time and get into good position before letting fly. It'll score you consistent hits in the long run.



Jungle Japes: Golden Bananas



Golden Banana #1

You'll find a barrel just a couple of vine swings away from Funky's Shop. Jump in to be barrel-blasted to where Diddy is locked up. Before freeing him, look for a Golden Banana in front of you.



Golden Banana #1

Inside the mountains, you'll have to race against the clock to nab a Red Coin across a plank. If you get it, a Golden Banana will appear atop the mountain. Once there, it'll also show off Bananasport #5.



Golden Banana #1

Head to the first area to your left inside the entrance. It's the same place Diddy originally used his Peanut Poppus. Beat up the bad guys (make sure to get 'em all), and find the checkered flag. Now it's reward time.



Golden Banana #1

In the post-disaster area run over by Rambi, Simian Slam Tiny's pad. You'll have a short 30 seconds to hit Bananasport #6. Dive into the water, go left, and jump into a little cave right outside the water to nab a Golden Banana.



Golden Banana #1

Go by Bananasport #3 near the big X on the map. Use the B button to lift the boulder. Now you can pretty much smash it to pieces any which way you choose. A Golden Banana will appear.



Golden Banana #2

After you've found the three Coconut Targets spread around the jungle, go up to nab Diddy. Once he's free, you'll be privy to a free Golden Banana after he tells you that he's shifting over to the Tag Barrel.



Golden Banana #2

One you swing through the mine race with 50 Coins, you'll end up with another Golden Banana. Keep trying till you get this one right. Remember to speed up and slow down to avoid those annoying enemies.



Golden Banana #2

Head to the area of Cranky's Lab (you can use Bananasport #4) and Simian Slam the Lanky face. When you do, a Banana will appear by the barrel you used earlier to rescue Diddy. You'll only have 60 seconds.



Golden Banana #2

Go to the left of the entrance to Jungle Japes (where the Peanut Poppus was used). Use your Feather Bow to hit the target to open the gate. Hop into the Banana Barrel. If you're successful, you're in the Banana, Golden-style.



Golden Banana #2

Go past the hallway where you broke the Rambi picture, move the boulder, and use the Simian Slam. Eat to the left, then go right. Cross the water and use Bananasport #3. From there, go downhill toward Slide's.



Golden Banana #3

Once you've used Rambi to wreak havoc, stomp on the DK face to reveal a new Golden Banana. The bamboo grate between Bananasports #1 and #2 will release the Golden Banana that it guarded.



Golden Banana #3

After using Rambi, Simian Slam the Diddy pad. You'll have limited time, so your best bet is to hurry to Bananasport #4. Jump into the water and find the vine to climb up. To the left of Funky's Shop is a Golden Banana.



Golden Banana #3

Exit Cranky's Lab and go into the tunnel. On your right you can use the handstand walk to reach a Banana Barrel where you'll do the Speedy Swing. Sortie. Get nine Coins and enjoy your sweet success.



Golden Banana #3

Inside the bee-hive section on the Tiny end of Bananasport #5, you'll find a Golden Banana. Go through each of the rooms and use the Simian Slam. Doors will keep opening. The third door hides the tasty prize.



Golden Banana #3

Go where the boulder for GB #1 was. Keep using the Simian Slam through the X. After crashing through, follow along the narrow path. Shoot the eyes of the bat face on the wall and vines will appear. Then, swing into a Banana.



Golden Banana #4

Find the X on the map with the boulder in the middle. Climb the nearest tree and swing to the pad with DK's brow on it. Hit Z and watch the ape fly! Win the barrel shooting contest to obtain a Golden Banana.



Golden Banana #4

Once you've got your Peanut Poppus, go to the path you originally took into Jungle Japes. Make a quick left to find a gate with two peanut targets. Hit them and reap the reward of a Golden Banana.



Golden Banana #4

Take Lanky inside the gate below the Peanut Popper target. Stomp on the pegs (though Lanky uses his hands), and after you take out the bees (think about using your instrument), a Golden Banana will appear behind the picture.



Golden Banana #4

Go to the tree stump harboring the Golden Banana. Jump into the barrel to shrink Tiny. Use the mushroom to the left and it will become a trampoline to catapult you to the top of the stump. Go into the little hole for the prize.



Golden Banana #4

Get big near Bananasport #5 (where Tiny got small) and you'll spy a Banana Barrel floating above you. Jump like the dicens, beat the mini-game and you'll get yourself a shiny new Golden Banana.

Map Key

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

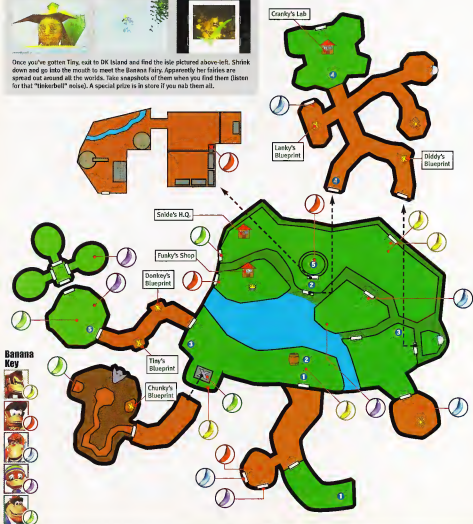


Banana Wreps Change Barrels Banana Fairy Troll and Scoff Kong Blueprints Arena Battle Cranky, Snide, & Funky

Jungle Japes (the map)



Once you've gotten Tiny, exit to DK Island and find the isle pictured above-left. Shrink down and go into the mouth to meet the Banana Fairy. Apparently her faeries are spread out around all the worlds. Take snapshots of them when you find them (listen for that "linkerbell" noise). A special prize is in store if you nab them all.



Banana Key





World 2: Angry Aztec

Objectives

1. Crankin' Up Da Skiltz Wit' Cranky

Once you've gotten to the Angry Aztec level, hurry back to Cranky's lab. He'll equip DK with Strong Kong powers, and Diddy with the ability to fly. This is important, so do it before you skulk around the sew level. Then, once you have Lanky and Tiny, go get them powered up with Orangstand and Mini Monkey.

2. Set the Night to Muzak

Pick up your musical instruments at Candy's Store. She only charges three Coins, and the first time you see her she'll be generous enough to throw in a full Watermelon for your health meter. Instruments are an integral part of the game. If you find circles with instruments, don't hesitate to stand on one and play a tune.

3. Playin' Gee-tar

Now that you've got both Rocket Boost and your instrument, go to the roof of the Llama cage. You'll find an icon so Diddy can play your guitar on a music pad. Do it and doors everywhere will fly open. Well, at least one door will open—and that's the only one that really matters.

4. Going Downhill

Tiny's mini-game race is a toughie—here's how to get through it. First, get a feel for the track (where the Coins are, where the drop-offs are, etc.). The only real strategy is to race as fast as you can, taking over first place on the first turn to the left. After that, it's top speed or your shelled friend will catch up with you once you have to turn to the finish. Do not stop racing until the word "winner" plops onto the screen.

5. High Flyin' Top Gun

Once you get to area two, you'll see the big tower sporting a closed face and a sun-style star on top. Jump in a Diddy barrel and sky through the center of it three times. An awkward sexual vulgure will be released and challenge you to a test of flying. Don't let him get more than three rings ahead of you. The fourth ring behind means you have to start over.

6. Hungry, Hungry Statue

When you're all out of options on Angry Aztec, use Diddy to jetpack to the top of the building with the ugly faces. The centerpiece of the area will start spinning and saying "feed me!" Shoot pellets in his mouth from close range and you'll open up targets for all five Kongs to shoot. Make sure you have enough ammo for this.

7. Solid Snake

Stealthy Snoop is a key mini-game to win. It's earns you an easy Banana, but it will take a little patience to master. Finding the checkered flag isn't impossible. Your best bet is to ignore the clock and avoid the flashlights. Patience pays off in this Solid Snake-style activity, especially since there's no Liquid Snake.

8. Crowning Moment

Dive into the pool in the temple opposite the Llama cage and go left. If you follow the narrow opening where Lanky can get a Golden Banana, a Battle Crown opportunity will appear. You'll have to knock down a bunch of alligators for another Crown.



Boss: Fire Fly vs. Diddy Kong

Contrary to the Fire Fly is - little intimidating. He skies around with fireballs leaping from his fingertips. He's quick and agile, and he has a real handle on things. But don't let that worry you. This is the last of the great pushover bosses, and the strategy is the exact same to beat him. Here are two tricks to keep in mind.

1. Olympic Sprinting: Much like facing Army Dillo, you'll need to run around quite a bit to get through this battle. Use your left spin loop (pressing B once

you're in the air) and that will keep you safe and out for a couple of extra moments, buying some time to right yourself before jumping again.

2. Corraling a Fire Fly: For some reason unknown to gamers everywhere, the Fire Fly will stop blowing fireballs at you and he'll simply float there patiently, as if lost in a trance or something. That's when you shove the barrel at him. Good fun for all Kongs, though only little Diddy gets to do the honors this time.

How to Rescue: Lanky Kong

Rescuing this long-armed goon takes a lot of patience. You'll first need to free the Llama by making it to Area 2 and completing the Barrel Blast with Donkey Kong. Then, go to the Llama temple and use your Coconut Shooter to enter. Once inside, play DK's bongos on the pad to the right of the entrance. That'll turn the lava into water so you can dive in. Once underwater, go to the right and swim beneath the snake head. You'll find a small opening to swim through. Soon you'll find Lanky Kong behind bars. Have one coconut in the chamber and fire away at the target to free the lovable Lanky. Once you've got him on your roster, take him to all of the shops to lead him up with goods. This lengthy-armed fellow will be any which way but loose.



How to Rescue: Tiny Kong

Once you're at the Temple by Bananaport #2 with Diddy, go to the left and use the Peanut Poppens to open the front door. Run inside, find the Diddy face, and drop a Simian Slam. After that, the monkey faces on the wall will stick out their tongues. Jump on these quickly, since they'll go back after a short time. After you've reached the last one, hop onto the stone platform. Shoot all the way across at the peanut target. Quickly take the extended plank, and once you're across, hold Z and then hit A for a high jump over the monkey face. Play your guitar on the music pad to trigger a bolt of light that melts the ice. Jump in and take the big opening. Go to the right in the first underwater room and spell out K-O-N-G with Chimp Changes.





Angry Aztec: Golden Bananas



Donkey Kong



Golden Banana #1

Find the DK face and hit Z to find yourself in a bit of the old barrel shooting. It's the only way to free your friend, Um Jammer Llama. You'll get a Golden Banana if you go to the mouth of the cage he escapes from.



Golden Banana #2

Dive into the pool in the Llama Temple and go into a small space to find Lanky Kong. Free him with your expert coconut shooting skills. Behind him is a fresh Golden Banana shielded by real alics.



Golden Banana #3

By Bananaport #5 you'll be able to open the mouth of a cave. Use the invincibility barrel to go into the cave and find the other half of Bananaport #5, plus a Banana Barrel waiting to hand out some Golden fun.



Golden Banana #4

Go inside the five-faced temple that you opened after feeding the tall central structure. Go left, and then right. A Golden Banana will be there for the taking. Grab it!



Diddy Kong



Golden Banana #1

Use the Peanut Poppins and hop up on the monkey tongues. At the top, cross the plank and jump over the monkey face to play your guitar. Dive in the melted ice and find Tiny. Got a Golden Banana for your efforts.



Golden Banana #2

Find the four gongs and slam your Diddy into them (boy, that sounds painful). After that, a Golden Banana will appear atop a long, narrow structure. Nab it by going to a Diddy barrel and jetpacking to the top of the building.



Golden Banana #3

Once you've gotten into Area 2, use Diddy's jetpack to fly through the top of the structure three straight times. Finally, the vulture will be released, and he'll challenge you to a test of aerial skill.



Golden Banana #4

Enter the temple with the five doors on it and go to the right to open another passageway. After that, go to the left and you'll find a Golden Banana just sitting at the top of a stairway, waiting to be taken.



Lanky Kong



Golden Banana #1

Shoot the faces with your Grape Shooter. There are four identical faces that will pair up by different sounds. They'll continue to split if you match up its sound-cracking counterpart. Have them all spinning to win.



Golden Banana #2

Inside the Llama building, go to the room on the right. Two snake heads will come out of the water to form a bridge. When they do, a Banana Barrel will appear. Use Lanky's handwalk to get to it and score a Golden Banana.



Golden Banana #3

In the temple across from the Llama cage, go into the pool. Dive down through the opening Slomp on the Lanky face and shoot the vulture until it shrinks and drops your Golden Banana prize.



Golden Banana #4

The five-faced temple is the key to this Banana. Go through to the back and on the right side you'll find a Golden Banana in a barrel. If you're good enough at smashing big bugs to death, you'll score gold.



Tiny Kong



Golden Banana #1

Go to the northwest room in the Llama Temple for an opportunity to shriek down and go into a lava-blazing area. Jump on the Tiny faces to form wallways and eventually a path to a Golden Banana.



Golden Banana #2

Go to the temple with a saxophone pad in front of it. Get small and play on the pad. You'll be healed to the top by an eagle. Once you're inside, you'll be in one of the most challenging races of the game.



Golden Banana #3

Go into the swimming pool where you found Tiny, but first use the barrel in the room to shrink down. Go to the end of the pool opposite the doorway for a little opening for Tiny. Go in and beat up alligators.



Golden Banana #4

When you get to the ugly five-doored Temple in Area 2, go in and start to the right or left. After that, go straight and then to the left to acquire yet another Golden Banana that will be sitting there.



Chunky Kong



Golden Banana #1

Inside Angry Aztec, to the right, you'll find two pineapple targets. Walk to the far ends of each little path and pick up boulders by pressing B. Drop them on their corresponding shapes with Z. Once all are in place, you're Golden...



Golden Banana #2

Go to the Temple in the first area by Bananaport #2. Once inside, take a left where you can play your tangle. Inside the next room you'll see a Golden Banana, but you won't get it until you fight off some weak mini-alligators.



Golden Banana #3

Find the Chunky barrel on the path between the big areas. Go to the right, pick up the boulder, and set it on the table. Go to the room opposite where you found the boulder and a cage will have lifted to expose a Banana Barrel.



Golden Banana #4

Go to the temple with five doors after Diddy's unlocked it with his flying tactics. Go to the far northwest corner (after some pineapple shooting) and find a target. Hit that to open up a Banana Barrel.

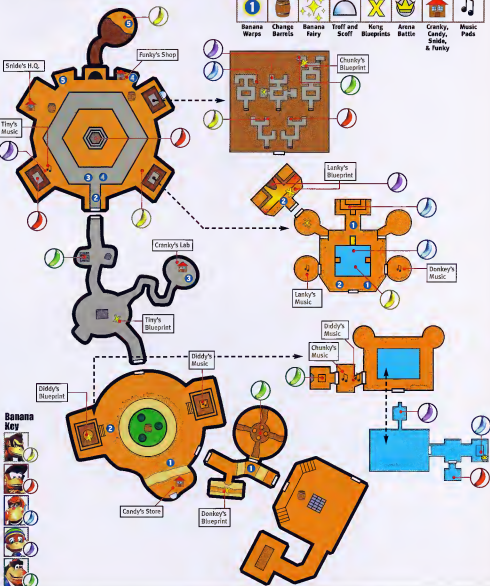


Angry Aztec (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kang (see Banana Key below).

Map Key

Banana Warps	Change Barrels	Banana Fairy	Treff and Scaff	Kang Blueprints	Arena Battle	Cranky, Candy, Slide, & Funky	Music Pads



Banana Key





1



2



2



4



5

World 3: Frantic Factory

Objectives

1. Freeing the Big Guy

Freeing Chunky is a great way to ensure that you'll roll through jungle lapses and Angry Aztec without a hitch. Find the room where he's hanging, and use Linky to walk up the duct on the side of the room (use the Orangstand). He'll have to use the Simian Slam to bring the cage down. Now your barrel of monkeys should be full.

2. Powering Up

Once you're inside Frantic Factory, search out Cranky's Lab (which is close to Bananaport #2) and Candy's Store. You'll be able to swallow down potions for DK's Gorilla Grab (so he can pull levers), Diddy's Simian Spring (so he can perform high jumps), Tiny's Pony Tail Twirl (so she can fly), Linky's Baboon Balloon (so he can pump his stomach and float), and Chunky's Primate Punch (so he can hurt people).

3. Another Fancy Barrel Blast

This Barrel Blast, like all the others, has a distinct purpose. Still, this blast has the added edge of some post-ol-school fun. Once you complete it, you'll unlock the opportunity to play the original coin-op Donkey Kong game, which is arcade-perfect (though oddly, the level order is from the Japanese version). A lever will appear before the game—the perfect match for Donkey Kong and his Gorilla Grab power.

4. That Unreachable Platform

You'll find a hole to drop down in the R&D room without a pole. It will lead to the high-voltage room (that unreachable little house in the room where you freed Chunky). Use your Coconut Shooter to open it up. Go inside and use the Gorilla Grab on the lever. Things will start moving on the Production Level with a great pace.

5. Four Leafed Bananaport

Once you're forced to climb up the huge structure in the Production Level (after it's been turned on by DK's Gorilla Grab), you'll know this is no easy task. Use either Diddy for his agility, or Tiny for her Pony Tail Twirl. Once you've climbed up far enough, you'll find a savior in the form of Bananaport #4. From here you can set up shop, use the Change Barrel, and save yourself much frustration.

6. Tugging on the Stick

On the top floor of the factory you'll have an opportunity to put the Gorilla Grab to even more use. Either use Bananaport #2 to get in the room, or take the long way. Once inside, you'll see a lever in the room where Tiny does her go-cart race. Pull the lever and you'll expose the Crown Arena along with a few other goodies once you switch back to Chunky.

7. Chunky vs. the New Volttron

Who doesn't love heading into those Battle Pads that enter Chunky into the room with a toy box. First you'll square off against a pair of dice, then some fruity sticks, then dominoes. But be ready for a challenge when all the toys band together. Use the Primate Punch—and don't forget to stick and move. These toys are tough!

8. Put a Hurtin' On the Bad Guys

Who doesn't love heading into those Battle Arenas and letting out a little aggression? This one is a bit tough, though. You'll face a Krusha and two measly old wiggle dorks in the so-called battle. Finish off three sets for a Crown. Our advice is to use Chunky and wind up his Primate Punch against the big boys.

How to Rescue: Chunky Kong

They're certainly not trying too hard to hide the biggest scaredy-cat of all the Kongs. When you enter Frantic Factory, go and tap Bananaport #4, then go to the hallway to the left of the entrance. You'll have to wind around and climb down a very long pole. Exit the little doorway and find yourself in the Production room. Go to the doorway that is opposite of the one you entered (right in front of Bananaport #4). It's labeled "Storage Room." If you don't already have him, get Linky from the Change Barrel in the Storage Room. Go up a couple of boxes and use the Orangstand to climb to a square pad with Linky's face. Use the Simian Slam—Chunky will fall out of the sky and the cage will crack open. After that, he'll be in your Change Barrel. Yeah!



Boss: Jack-in-the Box vs. Tiny Kong

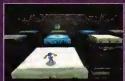
Alright, here's your first real boss challenge. The job-in-the-box doesn't fool around, so you better be ready to tug and run with skill and grace. And don't forget to jump diagonally. It's tough, but necessary.

1. **Beating the Box:** Beating this Jack is all about avoiding him. He'll jump after you (slowly at first, then quickly, then while invisible!) and you'll need to stay away. When he stops jumping, pay attention to what color space he's on. You'll have to find a switch on the same color and Simian Slam it to shock him. Five shocks and he's out. Be careful—if you Simian Slam the opposite color, you're the one that will end up with the headache!

2. **Stayin' Afloat:** You won't be harmed by jumping off of a square into the abyss. The only way Jack can hurt you is by stomping on your head or shooting you with a laser. If you're in trouble, hop into the abyss. You'll start from the beginning undamaged.

3. **Fancy Shooting:** Be aware that this Jack isn't off by much. He may be a reject from the Toy Factory, but he's been around. After he's stopped and taken aim, he'll often shoot ahead of you. Wait for him to use his blaster and then jump to the next square. It'll save you a lot of pain.

4. **Quicker Jumping:** This is minor, but it can make a difference. When you're using the Pony Tail Twirl, drop out of it once you're above the next block. You run faster than you fly.





Frantic Factory: Golden Bananas



Donkey Kong



Golden Banana #1

Find the DK arcade machine by Bananaport #5. You'll have to use the Gorilla Grab and beat all four masterfully challenging levels without dying once. Notice the levels are in Japanese order. Hmm.



Golden Banana #2

If you follow the path with a trail of yellow bananas from the room with all those fun blocks, you'll be led to a room of mini-game proportions. Skip the DK face and Simian Slam numbers one through 16.



Golden Banana #3

Use your Coconut Blaster by the high-voltage shop (the entrance is in the R&D room). Go inside the newly opened door and use the Gorilla Grab to pull the lever and start things moving.



Golden Banana #4

Once the Production Level is operational, go in the small opening by Bananaport #4. Jump into the DK-faced barrel for invincibility. The rest is a painless walk. Make sure you have enough crystals.



Diddy Kong



Golden Banana #1

Climb to the top of the blocks by first using the Simian Spring, then hold down Z and jump. At the top, use the Simian Spring again and you'll engage with a Banane Barrel. Then use the Spring to nab the looming Golden Banana.



Golden Banana #2

On the top floor of the factory, you'll find a place to play guitar. Once you're in the room, use the Chimp Charge to drive into the different numbers on the doors. You'll have to open all three doors and beat the toy villains.



Golden Banana #3

Slam the Diddy face, then take Diddy to Bananaport #4, and follow the trail of red bananas. Use the Simian Spring to blast into the little cook in the wall with the Golden Banane. Scratch it, baby!



Golden Banana #4

Take the chute on the R&D level (hit Bananaport #2 to get there), and get shot down to the room where Chunky was released. Jump on the Diddy face and then swing across to the Banane Barrel where you'll chase beavers.



Lanky Kong



Golden Banana #1

If you use your Orangsteed in the room where Chunky's hanging from the ceiling, you'll find a pad to jump on with Lanky's face. Do that, and the final Kang comes crashing down. Even better, you'll get a shiny new Golden Banana.



Golden Banana #2

Find the room with the plenty-o-blocks and go to the pad with Lanky's face. Use it to gas up the ol' intestinal tract, and float to the ceiling where there will be a Banane Barrel. The mini-game here is foolishly easy.



Golden Banana #3

In the R&D room, you'll find a squared room with a treasure pad in front. Inside, you'll find a hysterically burp-tastic mini-game. Match the colors of the belchers with the colors of the keys on the piano pad for the prize.



Golden Banana #4

In the Production level, you'll have to hammer down on the Lanky face and climb to the top of the room. Follow the blue banana trail and use the Orangsteed to climb up the outside of a duct and nab the Golden Banana.



Tiny Kong



Golden Banana #1

When you find the arcade machine, you'll also find another spot for a quick Golden Banane. Shrink down and get to the small opening in the top of the room near the boxes where the purple bananas are located and go in.



Golden Banana #2

Go to the Toy Room and find the window with a Tiny barrel in it. To the left, shrink and go in the door. You'll find a game of darts once you stomp the Toy face. Hit the objects on the board in the order shown with Tiny's Feather Bow.



Golden Banana #3

Go to the room where there's a television set and a lever for DK to pull. Shrink down and go into the tunnel to race for a Golden Banane. You'll have a good time with this one, and the reward is just what you're looking for.



Golden Banana #4

Climb as far as you can to the top of the Production level. Once you master the conveyor belts, you'll see a Banane Barrel across the way. Use your Pony Tail Twirl to go across. At the last second you'll have to grab the platform.



Chunky Kong



Golden Banana #1

Go up onto the R&D floor of the factory, and from there, use the little ladders to climb to a fenced area. Use the Primate Punch to knock it down, and then give a wallop to the toy chest. You'll have to beat all the toys.



Golden Banana #2

Go to the room with a film-spy looking gate near where Chunky was saved. First Primate Punch the question mark box, then slam the Chunky face. Use the Primate Punch on the Chunky face to start platforms rising and falling.



Golden Banana #3

Once you're in the Production Level and all the gears are turning, wait until you get to Bananaport #4. Carefully jump from walk across on the arms that are spinning in front of you. Get to the center and you're Golden.



Golden Banana #4

Exit the room with the Donkey Kong arcade machine, and go left to punch out the fence. You'll play an easy mini-game for a Golden Banane and pick up some Coins along the way as well.

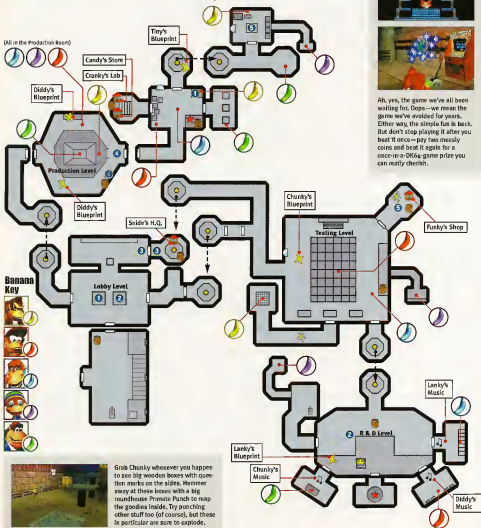


Map Key

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below)

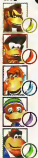
Banana Warps	Change Barrels	Banana Fairy	Troll and Scaff	Kong Blueprints	Arena Battle	Cranky, Candy, Snide, & Funky	Music Pads	Drop to Powerhead

Frantic Factory (the map)



Ah, yes, the game we've all been waiting for. Dops—we mean the game we've avoided for years. Either way, the simple fun is back. But don't stop playing it after you beat it once—pay two measly coins and beat it again for a once-in-a-OK64-game prize you can really cherish.

Banana Key





World 4: Gloomy Galleon

Objectives

1. Seasickness

Keep in mind that on the side of the Lighthouse you'll see an arrow up and an arrow down button. These will raise and lower the water levels throughout the entire world. If there's something hanging high in the air, chances are you can raise the water level to get to it. Remember—underwater Bananas are inaccessible.

2. Big Bad Battle Arena

One of the first things you'll see in this world (if you walk forward into the opening) is a fence keeping you from the Battle Arena. Well, that's not a problem if you grab Chunky. Once you use the Primate Punch and unload on the fence beneath Cranky's Lab, you'll be privy to some real battlin' action. Now with Kung-Fu chop!

3. Blasting the Night Away

You'll have to successfully conquer the game's most difficult Barrel Blast (up to this point) to free a pirate seal. When there's a choice of barrels, use this method to get through them: bottom, right, far left. Otherwise, just jump into the only barrel you see. This will be helpful since you'll free the seal from captivity, which opens up the opportunity for two different Golden Bananas if you go hang out with your new friend. He's by Candy's Store near Bananaport #4.

4. Candy-Rama

Make sure you hit Candy's Store during this level. She'll have a brand new offering on her rack of goods. For a measly five Coins, she'll load you up with more uses for your worn out instruments. Don't bother going in with everyone, though. When she gives to one, all are graced with the goods.

5. Our Friend, Greg Louganis

Although you only have to grab eight Coins in 60 seconds for Diddy's mini-game, it's not quite that easy. You'll have to rush around to get the seven Coins in the barrel, then hurry to the top and vines will descend so you can grab the last Coin that's hanging in mid-air. You have to have the seven other Coins first, though, so don't bother with the airborne one until last.

6. Orion and the DK Star

Get out of Lanky and jump into the dolphin box to find the new-age equivalent to Flipper. Raise the water level at the Lighthouse, then use Enguardie to dive through the DK star three times. You'll unlock the DK door in the tunnel and have access to the Coin Room and Golden Bananas galore.

7. The Fantastic 4

Once you've mounted the Coin Hill with Diddy and taken off with the Golden Banana, the Bananaport #4 pad will appear on the stack of Coins. Why is that, you ask. Well, you'll need to get Donkey Kong up there to wreak a little bit of the ol' havoc on the Krusha so you can grab his Blueprint.

8. Pearl Necklace

Once you have access to the Coin Room (after Enguardie jumps through the DK sign three times), go inside and find the huge treasure chest. You can get into the key-hole if you shrink down with Tiny. Do that, then grab the pearls out of the oyster's mouths. Be careful if you want, but with full energy you can afford to be reckless. Finally, tote those treasures to the whiny Neimard and receive what you really want.



Boss: Puffer Fish vs. Lanky Kong

The Puffer Fish is the most fun boss you'll face. You'll play as Lanky and you'll have to scoot around as hurriedly and tactically as possible to evade the onslaught of fireballs, electric saucers, and rising bladders. The goal is to move your dinky through the DK Star over and over again. Complications arise when the DK Star starts shifting places. Time will start to get shorter, too, so be aware of that. Shock the Puffer Fish five times to win the key for K. Lanky. Some tips? More... yes...

Managing Your Dinky: Sure, you hold down Z to get your dinky going, but the most important move you'll need to use is the sharp turning brought on by holding down the R shoulder button. It's a savior when time's short.



1. **Light-Fright Diamonds:** The first few times you swim through the DK Star, a group of diamond-shaped conductors will emerge. Try to avoid them, as they'll slow you down in a hurry. You'll have to get rid of them up and running to shock the bladders out of the Fish, and that's always fun.

2. **It's That Time, Again:** Time and floating through DK Stars won't seem to have a very important marriage in the early going against the Puffer Fish, but that will change quickly. You'll start with 30 seconds to go through five DK Stars. Then you'll have 20 seconds, then 10, then 5, then finally ten. If you miss within the time allotted, you'll lose credit for one of your DK Stars. Do-overs, in this case, stink.

Caution! • Spoiler! • Caution!

Rareware Coin!

Remember when Cranky told you to bring him 15 Banana Medals? Well, the special surprise may not have been what you thought. You'll have a chance to play Jeepee, a classic Rare creation that they managed to fit on the cart by using a powerful new compression agent. If you manage to blast away and get 5,000 points (it's not easy, folks), you'll be rewarded with the rare Rareware Coin.



Gloomy Galleon: Golden Bananas



Donkey Kong



Golden Banana #1

Go inside the Lighthouse and ascend to the top by using the platforms. Once you're at the top, pull the lever and a Golden Banana will appear at the exit of the Lighthouse. You'll also hit K. Rool's ship into the harbor. Scary!



Golden Banana #2

Head to the big water-laden room opposite of the Lighthouse area. From the entrance, go northeast past Bananaport #4 and you'll see Candy's Store. To the right of that, past the Change Barrel, a seal will hand over the Gold.



Golden Banana #3

Go to the music pad by Funky's and start hammering away on those bongos. You'll open up Gate 3. Quickly swim to it and dive into a Golden Banana—if you can beat the mini-game.



Golden Banana #4

Go behind the seal to the opening. The race is simple. Remember to jump when you see boxes (they deduct three Coins from your total). Go between targets early on. Later, it's a good idea to miss one or two of them (to save time).



Diddy Kong



Golden Banana #1

Use the Jetpack to board K. Rool's ship after DK turns on the lighthouse lamp. Once aboard, do a Simian Slam on the Diddy face and a Golden Banana will appear atop the lighthouse. Use the barreljack again and you've got Gold.



Golden Banana #2

Go to the instrument pad by Funky's Shop (the one on the cactus), and play your guitar. Dive in and head toward Gate 2 on the side of the ship. You'll get to be annoyed by a simple mini-game en route to another Golden Banana.



Golden Banana #3

Play your guitar atop the Lighthouse, then jump on Bananaport #5 and you'll be in the right area. Dive down toward the hull of the sunken pirate ship, and to the left, you'll find a mechanical fish mouth. Hurry into his mouth.



Golden Banana #4

In the Coin Room to the right, you'll find a stack of ducks to the ceiling. Use Diddy's Simian Spring to reach the top, and you'll find the Banana Barrel and Golden Banana you've been looking for. You'll also unlock Bananaport #6.



Lanky Kong



Golden Banana #1

Go to the room with the lighthouse and dive below the surface to find the box where Lanky can turn into Enguarde. Break up all of the treasure chests and one will bear the fruit (a belt metallic) of a Golden Banana.



Golden Banana #2

Use the Lanky switch on the dry land area and head to the sunken pirate ship. Dive into the lower opening of the two you'll see. Go in and use Enguarde to break up boxes to nab some Coins, but use the big hole for the Gold.



Golden Banana #3

Head over to the cactus and toast on the off from bone to open Gate 4 on the sunken ship. Swim steadily to the opening, head inside, and grab the Golden Banana that you find there.



Golden Banana #4

In the middle of the Coin Room, you'll find Lanky faces to blow your belly with. Use the sudden helium to get to the top of the tower of Coins. Once at the top, use your searchlight skills in a mini-game to gain a Golden Banana.



Tiny Kong



Golden Banana #1

Stomp on the Tiny switch, then jump in the water with the sunken pirate ship. She'll need to go into the top opening. A Banana Barrel will be in a side room. Swim through a triangular opening, and pound Kremlings.



Golden Banana #2

Go to the corner of the sunken ship area where you can find the cactus reaching out of the water. Play her Sax and Gate 5 will open. Go to it. Even though it'll take a little navigating, you've gotta grab the Golden Banana.



Golden Banana #3

Swim to Funky's Shop and dive straight down. You'll have to shrink using the Tiny barrel and go into the small square on the metallic duct. Go in, and in the back of the room, you'll find a Banana Barrel with a silly mini-game.



Golden Banana #4

Get the pearls from the big treasure chest in the Coin Room and skedaddle over to the Mermaid in the room with the Lighthouse. Near the bottom, her home is surrounded by shells. After handing over the goods, she'll reward you.



Chunky Kong



Golden Banana #1

Go to the right of the room with Bananaports #5 and #6 to find a room with a floating yellow banana balloon and three treasure chests. Load up with a Primate Punch and you'll find gibs—one of which is a Golden Banana.



Golden Banana #2

Play the triangle in the area with the Lighthouse (meaning the water will be low). Swim to the exit of the Lighthouse area, run across to the other water area and dive in. The opening is on top of the sunken ship.



Golden Banana #3

Raise the water level at the Lighthouse, then go to the first room on the right of the whole map. You'll engage in cannon shooting by bringing the ball to the cannon. Hit the three targets with six shots in a 40-second span.



Golden Banana #4

Jump onto the pirate ship using one of the platforms on the Lighthouse island. Go into the trap door and avoid the cannonfire. You'll see five stacked barrels with Chunky's face on them. Give the Primate Punch to all the barrels.

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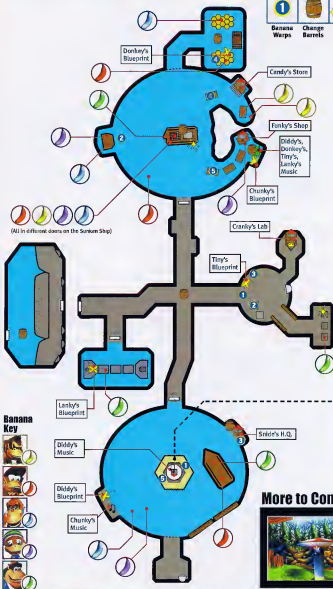
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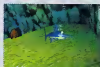
Gloomy Galleon (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Map Key

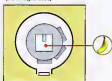


(All in different doors on the Sunken Ship)

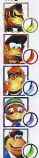


First Rambi, new Engarde. What other acrobatic, destructive animals does DK64 have in store for the next four worlds? We'll tell you next issue. But a little H&O advice when you're in Gloomy Galleon, wading around without a place. It's not a bad idea to drag Lanky into the Engarde box and swim around quickly to scout the surroundings. He's not only cute, he's agile and swift too, and he'll blow the doors off any other doggy-paddling Kong. You better recognize!

(Inside Lighthouse)



Banana Key



More to Come in XG #68!



Next month we'll finish off DK64 with the last four monster-sized worlds and whatever other secrets there are to uncover: Fungo Forest, Crystal Caves, Greasy Castle, and DK Island all await—so be sure to check back next issue when we put the finishing touches on this long-sued quest!

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It's Simply Van-tastic!

by Jim Mazurek
jim_mazurek@zd.com

Don't be fooled by the somewhat outdated graphical style. Instead, think back to the days of plush, vivid, hand drawn graphics – where every RPG looked and felt somewhat like a fantasy-based coloring book. It's a time where gameplay took priority over graphical appeal, and people bought games because they were fun to play, not just cool to look at. The music would set the pace, and the game would flow seamlessly from event to event.

Vandal-Hearts II is just like one of those classic games of yesterday, and it's a joy to see that Konami took the time to do it right.

database

time to complete 60 hours
challenge Hard!!
love character Orudie
best idea Skill switching
best advice Take a week off from work...

also try FF Tactics
system PlayStation
publisher Konami
developer Konami

www.konami.com



VANDAL-HEARTS II

Switching Skills

One of the more unique and interesting features of VHII is the new and improved weapon system. You now have the ability to interchange skills from different weapons (of the same type only), and create your own custom liber-weapons. You should know that you can only transfer skills that are unlocked or earned. In other words, the skills that are still blocked out aren't available for transfer (skills that are still blocked out aren't available for transfer). Also note that certain rare weapons have more than the three standard slots for skill usage. These weapons should be highly sought after and taken advantage of when found. Imagine the power!



Some weapons will have more available slots than others.



Watch for items that are powerful and have a large number of available skill slots.

Active / Passive Skills

There are two types of skills in Vandal-Hearts II: skills that you actively use, and skills that are always in effect (when they are equipped). Both are useful, although we tend to like the "passive" skills more than the "active" ones. Try to read the descriptions of as many skills as you can for each weapon type, and learn the ones that you find most helpful. Below are some of the skills that are all that great. We've found many that rarely work, and if they do, their effects aren't all that special. Be picky, and you'll be much more confident during long and excruciating battles.



Use a good mixture of attack, defense, and special skills when customizing weapons.



Is there really a need for two healing-based skills on one weapon? I think not...

Ollie Ollie Oxen Free!

Some of the maps are quite large, and sometimes it's just plain difficult to grab all of the available items within a given stage when you're preoccupied with the hordes of enemies that are scurrying about. Whenever there's a lone enemy running around the stage and you want to do some further map exploration, there's a technique to use that will save you both time and grief. Basically, you'll want to move one character near the last remaining enemy and have them play "hide and go seek" with each other. If you move that specific character before his character moves, it's virtually impossible for him to guess where you're going to go. In the mean time, your characters can fly around with Searchmark and Unlock to find each of the map's hidden treasures.

One at a Time

It's advisable to work on one enemy at a time, especially since one less enemy is one less incoming attack that you have to worry about. The only time that you should give priority to another action is when a specific character is causing havoc from afar with spells or ranged weapons. The chart below should be the outline of your standard priority of attack (against enemies only) when in battle. These are listed in descending order, from highest to lowest priority.

- 1 Mages / Spellcasters
- 2 Archers / Ranged weapon users
- 3 Spearmen
- 4 Axe fighters / Hammer busters
- 5 Swordsmen
- 6 Creatures



The world of Vandal Hearts is a place filled with political scandal, tyranny, sexual innuendo, and level upon level of frustratingly unobtainable items.

MAP KEY



Standard Battle



Hidden Map



Town / Shop



Other

1 Rosace Hill	14 Perta River	27 Liaki Checkpoint	40 Kollaba Swamp (2)	9 Daboll Mountain
2 Mastha Canyon	15 Ghota Plain	28 Yuggor Station	41 Domigo Ruins (2)	1 Queentia
3 Yuta Plain (W)	16 Barm Mt. Range	29 East Railroad	42 Yuggor	2 JackMade
4 Yuta Plain (E)	17 Mining Prison	30 Gabbul Castle	43 Bazo Forest	3 Fortuna
5 Danjou Forest	18 Mining Prison (2)	31 Gabbul Castle (2)	A Hideout	4 Zero
6 Kutae Mountain	19 Mining Prison (3)	32 Zapert Valley	B Byron Retreat	5 Zero: Mirror Room
7 Byron Manor	20 Mining Prison (4)	33 Paua Sea (E)	C Sady Town	6 Rainbow
8 Byron Manor (2)	21 Mine Chamber	34 Paua Sea (W)	D Aposso Village	7 Rainbow (2)
9 Railroad	22 Killen Bog	35 Domigo Ruins	E Zabu Island	8 Rainbow (3)
10 Luxar Village	23 Pelata Ruins	36 Nugasse Forest	F Naska City	9 Rainbow (4)
11 Bahlar Plains	24 Dybosa Ridge	37 Kollaba Swamp	G Mizour Village	10 Kingrand
12 Fort Gusta	25 Aposso Port	38 Erawaga Falls	H Kiskana	
13 Kumenu Canyon	26 Tehapi Dunes	39 Randahl Plain	I Fort Dentess	

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

1

Rosace Hill

PROLOGUE - START

A straightforward fight, this battle only involves the defeat of four wimpy Eggworms. It is possible to die, but if you press forward and attack on every turn, it's highly unlikely that you'll lose this battle.

● Hidden Item Locations

We've chosen to use the Vertical (V), and Horizontal (H) coordinates to denote the location of the hidden items on the maps. This information is on-screen, and makes it easy to pinpoint any of the items that we've listed. And remember, you must have the Searchmark skill equipped to find hidden items.

● Visiting Shops

Since you have the choice of entering shops whenever you please (there are NO random battles in VHII), it's best to come back every so often and see what new inventory the shopkeeper may be offering. If you always want the best equipment, your best bet is to revisit them after every third battle.

Mastha Canyon

You'll need to delay the bird creature till the very end of the battle, then use the Unlock skill to get the items from the two treasure chests. These are some easy fights, and if you use the Ollie Ollie Goen Free bit from page 66, you should have little or no trouble getting the items with ease.

Gell:

350

Items:

Hint-1 (V22, H22)

Enemies:

Eggworm x4

Gell:

500

Items:

Hint-2
Mallet 5

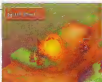
Enemies:

Deathplant x2, Goblin x1,
Darkbird x1

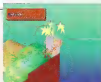
3

Yuta Plain

The key to victory on this map is a bit of preventative medicine. Be sure to "suit up" in the shop preceding this battle; make it a priority to buy all of the best armor and shields before you buy weapons. If you use your hack 'n' slash techniques, you should win regardless of your tactical experience.



Using magic this early in the game is a luxury, although it comes highly recommended.



Traversing the swamps is a pain, but your leader has the skills.

Gell:

800

Items:

B-Fight
Hint-3 (V6, H12)
Boots (V15, H9)

Enemies:

Deathbug x2, Darkbird x2,
Hellplant x1

Gell:

1,800

Items:

Goblin x2
Hint-4 (V3, H14)

Enemies:

Hellplant x2, Deathbug x1,
Darkbird x2

5

Danjou Forest

Have your main character run over to the fight of staks near the tree and quickly traverse the terrain to make his way to the chest. Your other three characters should have little trouble holding their ground while you do this. Note: You'll need to return to this map once more when you acquire the Blockmake skill. Gain access to the top of the tree to get the Novacolo Dagger.



You won't be able to build this wall until you return to the map with the Blockmake skill.



It's all about the tactical positions of your characters.

Gell:

2,400

Items:

Pinwheel
Novacolo (V10, H14)

Enemies:

Hellplant x2, Deathbug x2,
Darkbird x1

Gell:

2,800

Items:

Um
Map-12 (V14, H14)

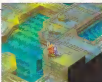
Enemies:

Deathbug x1, Hellplant x1,
Darkbird x1, Eggworm x3

7

Byron Manor

The Gilarots can poison the crap out of you, so it's advisable to bring some C-potions into this battle. The Bullion can only be found with the Searchmark skill, so have it equipped on your best mover (someone who can go up more than one level at a time). It doesn't have much battle value, but you can sell it in the shop for an amazing 50,000 Gell!



Don't miss this opportunity for 50,000 smackers!

● Using ESP

While it's impossible to predict every movement of every enemy on the screen, you can almost always count on the enemy going for a rear attack in a one-on-one battle. Why not get the pre-emptive strike by moving your character and attacking the square you think the enemy will be moving to?

Gell:

3,000

Items:

Halbert
Cutlass
Bullion (x3, x5)

Enemies:

Gilarot x3

Gell:

N/A

Items:

N/A

Enemies:

Boss: Lord Kossimo (35 HP)

8

Byron Manor

He uses Dark Circle, which only hurts you if you're within a certain distance to Lord Kossimo himself. Since you'll only have your main character to fight with, it's a relatively easy battle to win. You didn't expect them to put in an unbeatable first boss now, did you?



Railroad

CHAPTER 10 START

This one is a simple smash 'n' bash, and you don't even have to worry about the item on top of the train until you come back with some winged armor. Grab the treasure chest and lure all of the soldiers to the far end of the map. The two Shuriken tossers will be at a disadvantage since they'll be at the same height as you.

Geil:	Items:
5,000	Halbert Fire Ring (V4, H35)

• Using Magic

Although magic can deal out some stunning spread damage, using it in battle really doesn't seem all that helpful until later on in the game. In general, magic should only be used if your character is just out of range with his or her standard attacks. Keep spells handy as an insurance policy, that's all...

Enemies:
EN Soldier x5

• Advantageous Support

It is to your advantage to surround enemies with as many allies as you can, since both the damage and hit ratio increase when you get the word "Support" to appear in battle. Beware: Since enemies can also use this tactic to their advantage, they often use it to blind-side unattentive players.

Geil:	Items:
6,000	Cutlass, Grenade V-Cape (V45, H47) Bandana (V7, H3)

Luxar Village

You'll have a tough time "perfecting" this stage, since the spear-wielding thieves can poison your characters on a moment's notice. Also, the soldiers with the Halberds are quite dangerous. A near attack can cost upwards of 40 HP in damage! Keep your allies back to back whenever possible.

Enemies:
Thief x7

Bahtar Plains

Godeau's attack, the Dervish, is amazing. It does 35 HP damage, and it will hit all characters around him (four characters max). Your best bet is to take out all seven EN Soldiers before attempting to fight Godeau. While you're fighting them, you can have your character with the winged armor (and Searchmark) fly around and grab all the secret items.

Geil:	Items:
7,000	Ballast, Shades (V1, H28) Helm-5 (V11, H3) Um (V1, H2)

• Earning Extra Geil

Vandal-Hearts offers the best type of "extra" battles that you can get—user-defined ones. Whenever you're in the mood to earn some extra cash or check out a suspicious area on a previous map, just head back to that specific area and choose to "Enter Battle." Much better than that random crap...

Enemies:
Boss: Godeau (150 HP) EN Soldier x7

It's best to take out the mage as soon as possible, since he'll be casting hard-hitting fire-based spells that cover a lot of ground. Don't bunch up, and keep your new acquaintances from getting trampled by the four soldiers that lurk above. When you get to the last soldier, just surround the two weakest characters and have your "winged wonder" head out to grab

Geil:	Items:
8,000	Ice Ring, S-Coater Runners (V15, H2) Joule (V6, H2)

Fort Gusta

all of the goodies.

Note: You'll need to get the Pickaxe from the Barr Mountain Range before you can get the Joule from on top of the fort. Once you get it, learn the Blocksmoke skill, and return to the top of the fort. Make some blocks and you'll be able to climb up and get on top of the tower. The Joule is worth it...

Enemies:
EN Soldier x9

Kumenu Canyon

This is an extremely tough battle—one that requires a bit of luck if you haven't been leveling up much. It's actually best if you're around L22 (with everybody), and you have each of your characters outfitted with the best armor and items available. If you need more Geil, enter an extra battle on one of the previous battlefields and run away! Also, know that Thorpe uses Dragonfire,

which does about 40 HP of damage to all enemies within a range of four cubes. Don't bunch up, and keep your strongest characters equipped with the Recover Mark skill for best results. If Baron Plateau dies, the mission ends. It's best to hide him on the far west corner of the map to prevent him from getting sniped by all the spellcasters and archers.

Geil:	Items:
7,500	Helm-6, Goblin L-Vase (V33, H8)

Enemies:
Boss: Thorpe (180 HP), WN Soldier x7



It's usually best to crunch up and deal with the soldiers en masse.

Geil:	Items:
12,000	Halbat Magbook (V14, H2) L-Glove (V1, H2)

Porta Vista

Another tough, although the objective is somewhat easier than most. You must clear all of your characters past the bridge to the north. When you do, the mission will end and victory will be yours. Kill off the initial wave of enemies, then let the rest of them come to you as you guard the east side of the bridge. Pass when you're good and ready...

Enemies:
EN Soldier x11

Ghote Plain

You'll have to protect Yuri (and his three clerics) to win this mission. Just keep Yuri out of trouble by placing him to the rear of his guards, and keep using the cleric's healing spells to heal one another. Yuri's spell, Shinesstorm, works wonders on groups of enemies.

Geil:	Items:
16,000	Balloon

• Secret Battles?

As if these clever "Knoxxines" didn't already package in tons of gaming goodness with VH II, they also managed to include secret battles! Which for items buried under the ground that are labeled with the words "Map-XX." These open up yellow dots on the overworld that are not normally accessible...

Enemies:
Thief x3

• Blocksmoke / Blockbreak

Once you acquire the Pickaxe and Minac's from the Barr Mountain Range, you'll be able to create and destroy blocks. This opens up a whole new aspect to finding rare and invaluable items, since you'll now need to be on the lookout for inaccessible areas (usually out of reach by extreme heights).

Geil:	Items:
16,000	Pickaxe Maracas (V23, H8)

Barr Mountain Range

This one isn't too hard, since you've got Yun (he's a spellcasting powerhouse). Place him safely behind your strongest armored fighters, and always use him last. Let tons of enemies pile up into a group, then cast Shinesstorm repeatedly (for 20-25 HP damage per enemy). Both the Pickaxe and Maracas are key items, so don't mess 'em.

Enemies:
Thief x10

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

17 Mining Prison

C-potions are important for this battle, as the Legions will be trying to poison you on every attack. It's best to hide your winged allies below the center platform. That way, they'll be well out of reach from the Shoot Archers. Everyone else should bunch up along the top and wait for the rest of the Legions to work their way up to you. Smack 'n' serve...



Use the Blockade skill to gain access to the treasure chests that lurk above.



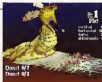
Keep your group patterns tight, and let the Legions come to you.

18 Mining Prison

This one is actually a little easier than the previous level, since the archers will be of little trouble until the very end. It's best to play the waiting game with the Legions while one of your characters flies down to grab the Hi-Herb in the bottom right corner. After you take care of all six Legions, you'll be able to focus on the archers and win the map.

19 Mining Prison

Move your characters in a sparse pattern until you're within striking distance of the Boss Ant. If you stay bunched up, he'll unleash with Acid Spit, which does around 35 HP of damage to all within his range. Have your three toughest allies line up in front of him to blast away while your archers and spellcasters give back-up support.



Don't be frightened by its look! This battle is one of the easiest yet...

20 The Perfect Bonus

Although it gets a bit tougher in the later stages of the game, it is actually possible to make it through an entire battle with zero "withdrawals." If you do this, you'll not only be awarded with the standard G.I.I. for that level, but you'll also be given a "Perfect Bonus" that doubles it. Build up that war chest!

21 Mining Prison

Send half of your characters up one side, and the other half up the other side. As always, place your "bashers" up front while your spellcasters and archers bring in the back-up. Take out the mages first, then the projectile throwers. The standard swordsmen have high HP, but don't impose much danger beyond that.

22 Mine Chamber

This level actually requires some strategy to pull off. First and foremost, you'll need to inch up and take out the initial wave of soldiers. As you do this, send your two (or more) winged characters up to the west side of the map to take care of the archers. Once you do, Sahmin will start walloping your front characters with Wizard spells. After the soldiers and archers are killed, you

should send up your two (or more) winged characters to take care of Sahmin himself. Don't attack Mohosa, since this mission can be won by only letting Sahmin and letting Mohosa retreat. Trying to take both of them out is pointless, unless you want the extra G.I.I.

23 The Switcharoo

The enemy character will always go after your most vulnerable. Usually, this is the character with the lowest hit points. Just move that specific character out of the way, and you should open up the chance to get a free hit on the enemy that just moved. You can do this with as many allies as you want.

24 Killeas Bog

It's best to bring all your characters to one side and travel north up the path as the rest of the enemies on the map make their way toward you. The archers will never get a clean shot, since they'll be constantly trying to get that hulking centipede out of their way. Don't miss Map-4. It leads to Fortnall!

25 Polata Ruins

This will be one of the toughest maps you'll see—if you don't know the secret. First off, you'll need the Re-Move skill (learned from the Jaulie at the top of Fort Gusta). You'll have to use it on your main character at the start of the battle in order to get him up near the rest of your characters. Once you get him up top, make a "wall" with your strongest allies, and have your archers and spell-

casters hide behind them and provide back-up support. Your two winged characters should hover near the other side of the hill, taking out the Killebees as they fly into your territory. Once you're down to the last remaining enemy, have your winged character fly down to the bottom of the map to pick up all the goodies.



All we can say is "ouch!" He is the king of all things fiery.

26 Dybosa Ridge

Your best bet is to rush all of your characters up to the middle of the map, then wait for the passel of swordsmen to come down from above. Have your winged players fly to the sides to take care of the Shuriken Throwers, and leave the last two hawkmen flying about while your winged characters nab all the items.

27 Mining Prison

G.I.I.: 18,000
Items: V-Cape, Philbook (V3, H4), Map-11 (V3, H3)

28 Mining Prison

G.I.I.: 20,000
Items: Hi-Herb (V3, H3)

29 Mining Prison

G.I.I.: 23,000
Items: N/A

30 Mining Prison

G.I.I.: 25,000
Items: N/A



25

Aposh Port

The mages will use Dark Cloud, which does about 65 HP of damage and is absolutely critical when you've got characters in your group that have only 100 HP max. The best tactic is to stay out of their range by hugging the walls and picking through the soldiers as they come to you. Mohosa is one tough gangster, so send in everyone except your leader to attack him.



Spells can come in handy when enemies are just out of reach from your normal attacks.

Gold:	Items:
28,000	Tower #2 F-Socks (V22, H32)

Enemies:
Boss: Mohosa (380 HP) EN Soldier x30

27

Liuki Checkpoint

Use the cliff as a shelter and let the East Natrix Soldiers come down to you. The mages will be troublesome if they're left alone, so it's wise to send up your winged characters and keep them occupied until the rest of your group cuts through the front lines. Whack 'em, smack 'em, dial 'em up, come along...play a bit of Donkey Kong.



The large mountain makes an excellent hide-behind.

Gold:	Items:
29,000	Peggy, Ancient, Pithbook (V6, H6), Um (V5, H5), L-Slab (V5, H5), Him-8 (V7, H8)

Enemies:
EN Soldier x30

29

East Railroad

Manon uses Growstewch, which does about 75 HP of damage to all in its path (and it's got a whopping path of five cubes). As the battle starts, keep everyone placed and let the enemies come to you. Once you've downed the initial group of soldiers, you should regroup and get everyone healed for the onslaught that Manon is about to bring. Use the "switcharoo" technique for best results.

• Keeping Your Leader Safe

During certain boss battles, the AI has a horrible tendency to go right to the leader (if your leader dies, the game ends). To prevent this, keep your leader back to cast beneficial healing spells on your injured allies. As long as your leader keeps his distance from the boss, you'll be OK.

Gold:	Items:
30,000	Bullion (V2, H2)

Enemies:
Boss: Manon (416 HP), B. Knight x7

31

Gabhul Castle

We hated every minute of this battle, as the Mimic spell turned each of our characters into useless miniature versions of themselves. Keep Mushrooms handy (they remedy this ailment). Even though the welcome addition of Agrest the assassin helps out tremendously, Jacob still makes things difficult by hitting 50 damn hard. Keep Jacob isolated, and get him surrounded immediately!

• Unlimited XP with Blocks

Although slightly ridiculous, it is in fact possible to gain unlimited XP by repeatedly building blocks with the Blackmilk skill. We discovered this when we started making blocks in the D-mou Forest to get up on top of the tree (to get the Novice's), and realized that you actually got a small amount of XP for it!

Gold:	Items:
30,000	W Cape Hint-9 (V7, H2)

Enemies:
B. Knight x10, Boss: Jacob (450 HP)

26

Tehapi Dunes

The sand creature isn't too much trouble if you first take care of the poisonous arms before dealing with the main body. Keep your original position up top and allow the arms to make their way up to you one by one. Your standard attacks are the best method of attack. After trouncing all eight arms, move in for the kill and let loose on the main body.



The main body doesn't move, but those annoying little tentacle arm-things do.

Gold:	Items:
29,000	N/A

Enemies:
Boss: Q Body (100 HP), Q Arm x8

28

Yuggor Station

Your best tactic is to deploy your winged characters separate from the rest of your group (they'll be busy treasure hunting). Have your main party work its way up the main path, and take out the first two groups of soldiers with spells like Dragonfire, and Shredder. Once you clear out each and every soldier, Jamir will start making his way toward your

group. Let him come to you. I can't stress this enough—DO NOT CHASE HIM DOWN. When he arrives, just pull the switcharoo with your two most powerful allies and you'll be well on your way to victory. If you try to chase him around, he'll slowly beat down one or two characters, then repeat the process. Stay tight and you CAN beat him.

Gold:	Items:
30,000	Tower, Ringrod Shades (V7, H2) Runners (V13, H2)

Enemies:
Boss: Jamir (300 HP), B. Knight x12

33

Gabhul Castle

Stay back and wait while the hordes of B. Knights come galloping your way. Once all six of the B. Knights are defeated, Manon and Jamir will split up and head for the nearest ally. Place your archers up top and keep your winged characters flying up above. Manon's Ice Knife does 75 HP of damage—so try to keep some heals handy.



A heck of a duo, these two need to be separated before you attempt to fight them.

Gold:	Items:
30,000	Saviorrod, Ancient

Enemies:
Boss: Manon (416 HP), Boss: Jamir (350 HP), B. Knight x6

32

Zoport Valley

CHAPTER 3 = START

The only way to beat this level is to climb the mountain in the center of the map and make a stand with all of your members in a tight group. Try and predict which ally will be attacked and move out of the way (you should be getting better at this by now). With a little luck, you can perfect this level and get double Gold!



It's a mess on Hamburger Hill, but it gets the job done.

Gold:	Items:
30,000	Tribal Bonesaw (V10, H4)

Enemies:
Thug x10



If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

33

Paua Sea



Hover around the center of the map and play the waiting game until the majority of the Thugs arrive. Once they board the boat, you should be able to make quick work of them with even your standard attacks. Keep the last one running around so your winged characters can go get the treasure on the outskirts of the map.



Who'd have thought? It's a map to Zero—one of the coolest hidden levels in the game.

Gold:
32,000

Items:
Map-o (V21, H36)
Paybell (V22, H)

Enemies:
Thug x13

34

Domigo Ruins

You'll have the help of a "Swarthy Man" for this map, but if he dies, things go awry and the map ends. So get those damned Zombies off his tail, bring him in range of your Re-Move skill and use it. The sooner you get him to join the rest of your allies the better. As a team, you'll be able to hold your ground and swashbuckle your way to victory. Don't move around on this map—stay put!



Use the Re-Move skill to get the Swarthy Man near the rest of your characters.

Gold:
32,000

Items:
B-Serper, Iron Fan, Gauntlet (V2, H3), Hammer (V2, H3), Specs (V23, H3)

Enemies:
Zombie x13

37

Kollaba Swamp

Dealing with Mahler (again!) is the same as it was in the previous battles—surround and pound. The guy formerly known as "Swarthy Man" will join your party upon completion of this battle. When he joins, you might want to take his armor and equipment and switch it with Vlad, just to be safe.



Yet another area where the "bunch-up-and-hack-the-crap-out-of-em" technique works...

Gold:
32,000

Items:
Lutered, Goblin S-Cape (V21, H)

Enemies:
Boss: Mahler (509 HP), Cutlist x8

39

Randahl Plain

Godeau's Ax-Storm is devastating to all surrounding characters, although it's almost impossible to beat him using ranged attacks (making the Ax-Storm inevitable). Run after turn, you'll find yourself losing characters like mad; but don't give up! Keep one or two characters clear while the others try to pick away at his overwhelming amount of HP. If you're getting even 50 or 60 HP per

attack, multiplied by four attacks per turn, you'll have him down to less than half of his HP in a few well-executed turns. Make sure to have some good healing spells before you enter this battle...

Gold:
32,000

Items:
Holy Ring, Glowstar Seeds (V21, H3)

Enemies:
Boss: Godeau (500 HP), WN Elite x8



Oh yeah, he'll hurt you with this one. A whopping 90 HP of hurtfulness...

Gold:
32,000

Items:
N/A

Enemies:
Boss: Mahler (579 HP), Cutlist x30



Elehound is one of the more powerful enemy mage spells.

Gold:
32,000

Items:
D-Soyte, Ureunae, Russens (V24, H2), Hoplon (V24, H2), Wind Ring (V24, H2)

Enemies:
WN Elite x13

• Which Herb is Best?

Honestly, all of the herbs are relatively useless by battle 30. Waiting someone's turn to heal is nearly 50 HP with a H-Herb just isn't gonna cut it. Especially at the steep price of 350 Gold! The M-Herbs work a little better, but you'll break the bank if you use them on a regular basis.

Gold:
32,000

Items:
Hoplon, Specs, Black Ring (V24, H2), Ingot (V24, H2), Chamber (V24, H2), Map-o (V24, H2)

Enemies:
Cutlist x13

Erawaga Falls

Center all of your characters in the lower left-hand corner of the map and let the Cutlists fight their way down to you. If you try to press forward and be aggressive here, they'll pick off your characters that are within their spellcasting range and slowly wear you down until you have no one left. When grabbing items, don't pass up the Ingot—it sells for 125,000 Gold!

This is one of the toughest battles in the game, partially because of the Insurmountable terrain, and partially because Thorpe is such a badass. She'll whip out everything from Lightning Storms to Triple Attacks, so it's best to draw her out and get rid of her as soon as possible (when you beat her, the battle is won). This is one of the few fights where we recommend that you push

forward as hard as you can. Sitting tight will only get you bombarded by incoming mage spells (Paralyzer is a nightmare). If you're having lots of trouble (like we did), you can go back into the shop and purchase Riot Shields for everyone in your party. Learn the Wodazemsk skill, and you'll be immune to all sleep and paralyzation spells. Phew...

Gold:
40,000

Items:
N/A

Enemies:
Boss: Thorpe (470 HP), WN Elite x30

34

36

38

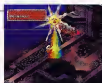
40



Domigo Ruins 2

You return to the Domigo Ruins as definitely the hardest level in the game (up to this point). This is the one you haven't been waiting for: the final showdown against the trio of terror, Godeau, Thorpe, and Doom. You're going to need a lot of HP and a little bit of luck to win this battle. Either that, or you're going to need to level up for a good six to eight hours before the battle. They're

all around LV40, so if you're going to level up, you might as well aim for LV45 just to be safe. You'll need to fly a winged character over to the WN Elite who's hiding back behind the hill on the northwest corner of the map. If you manage to kill one of the trio, he'll cast Re-Animator and bring them back from the dead. You need to kill him first, if you want a chance!



Yet another stage where the "Re-Move" skill proves what it's worth.

Gold:	Items:
45,000	Goblin Map-13 (Vug, Hag)

Yuggor FINAL CHAPTER - START

Go right after Mahler and end the level quickly. The longer you hang around, the worse off your stats will get. Be aggressive by placing your mage up front (you'll need all the reach you can get). You're MUCH better off coming back for Map-13 (to Kingrand), since you'll need to build blocks in front of the main entrance to gain access to the roof.

Enemies:
Boss: Mahler (560 HP, Cutliff x1)

Bazo Forest

You'll need to draw out one goon at a time, hoping that you won't have to fight all three of them at once. Jamir will charge your party right away, so it's best to stay put and let him get a taste of what your mages are capable of. Once he falls, Menon will make her break for you (note that she has three Recover Marks on her), so it's a good idea to have one soldier out in the middle of nowhere

for her to target and waste all of her MP. The same strategy applies to Jacob, although the absolute best trick is to get him pinned in a corner of the swamp (he can't move over swamp terrain), and then use the "switcheroo" when he's about to hit you. Repeat this process until you've grabbed all the items, then finish him off with your remaining characters.

To Be Continued...Next Month!

Next month, we'll continue with the second and final installment of our Vandal-Hearts II guide. Being such a massive game, we wanted to make sure that we didn't miss anything. Here's a list of what's to come:

- The final 13 maps of the game, with tips on all of the final bosses.
- How to get each of the game's different endings, and which choices in the game affect the outcome.
- An updated item list, with all secret items and their purposes.

• What's the deal with all of the specialized Pitons? Is there a chance to turn your hero into a Vandalier like there was in the original game? I can cheat a little bit and tell you that there IS something very special, and it does have to do with all seven planks, but whether or not he turns into a Vandalier remains to be seen.

• Feedback? Questions? Chances are that by the time you're reading this, I'll already have found everything else there is to find within the massive world that is Vandal-Hearts II. E-mail me with your questions! jim_mazurek@aol.com

SECRETS

Optional

Maps

PART 1

Quentia

How do I find it? Get Map-12 from battle #6

When you arrive, you should notice the seven treasure chests that are scattered about. Make sure you open every one of them before taking care of the last Guardian. The items aren't anything to write home about, but they are worth your time.



Delay the Guardian till the last treasure chest is yours.

Gold:	Items:
700	Hi-Herb x5, Graver, Rebelrod

Enemies:
Guardian x2

Jackblade

How do I find it? Get Map-11 from battle #17

The Golem's Polar Slicer spell is ultra-powerful (dealing out around 60 HP of damage), so it's advisable to wait until you have some powered-up characters before attempting this level. The treasure isn't all that great, though, so don't feel bad if you missed out on this one.



The key to this battle is placing your allies at the very top of the map (in the beginning).

Gold:	Items:
5,750	Goblin Shield, Pale-Ax

Enemies:
Golem x9, Werewolf x2, Kilbeetle x1, Phantom x1

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

Fortuna

How do I find it? Get Map-4 from battle #22

To beat this map, you'll need to revisit it much later in the game when you reach a level of 40 or higher. This is another seemingly pointless optional battle, although there seems to be something secret with it. Stay tuned next month for more details...

• Using Entruster

Entruster is a skill, and much like Re-Move, it allows the selected ally to move twice within one turn. The one drawback to Entruster is the fact that it only has a one-square range, making it difficult to use in the heat of battle. We found it most helpful when a mage needs to get off more than one spell in a turn. That's massive damage...

Gold:
18,750

Items:
Um

Enemies:
Floater x6, Skullmage x3,
Skeleton x5, Golem x2

Zero: Mirror Room

How do I find it? Get 0-Mirror from Zero

To access this battle, you'll need to equip the 0-Mirror on one of your characters and enter Zero on the overworld map. Since you'll be fighting an exact duplicate of your very own party, it's best to outsmart yourself (if that's possible) and equip your characters with the

crappiest skills that you can find. The computer AI has a tendency to use these skills when it's in a jam, so it's much better to get hit by crappy skills than by good ones. Let's take healing for example. Instead of equipping Heal Soul, equip a crappier healing spell like Mother Mercy. That way, they'll only be able to heal 20 points at a time instead of 60.

Gold:
16,250

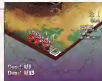
Items:
Evildoll (V6, H5),
Textbook (V12, H8)

Enemies:
A carbon copy of your very own party!

Rainbow

How do I find it? Get Plan-1 from Rainbow (1)

Apply the same strategy as the previous level, but make sure to send your winged characters up onto the castle as soon as possible. Make sure to get the Plan-2, which will turn the Rainbow (2) into Rainbow (3).



Did you get the S-Cape in the previous Rainbow battle? If not, it's still here for round two.

Gold:
12,000

Items:
Deltite, Plan-2

Enemies:
Cultist x13

Rainbow

How do I find it? Get Plan-3 from Rainbow (3)

You'll need to take out the initial wave of Minions that are on the bottom level, then wait along the side of the map for the rest of them to come streaming down from the top of the castle. Don't try and storm the tower. Check out the hunk of Clay to reveal the A-Prism!



You mean I came all this way to get a chunk of Clay? Hehe...

Gold:
12,000

Items:
Killer Shield (excel!ent!r)
Clay (V9, H9)

Enemies:
Minion x16

Zero

How do I find it? Get Map-0 from battle #33

You'll need to work all of your allies up the initial flight of stairs, then make a stronghold and wait for the mages to turn their way down to you. If you rush into them, the winged Minions will tear you up, picking apart lone characters with their backs exposed.



And no, the big guy in the middle isn't an enemy. He's just there for thrills.

Gold:
16,250

Items:
0-Mirror (V1, H4),
Mudball (V15, H9)

Enemies:
Minion x13

Rainbow

How do I find it? Get Map-7 from battle #38

We highly recommend putting this one off until you reach LV40 or higher. The Cultists are tough, and you'll need some serious HP before you can even think to hang with 'em. Make sure to get the Plan-1, which will turn the Rainbow (1) into Rainbow (2).



Suck that MP right out! That's right, don't be afraid to use non-attack spells...

Gold:
12,000

Items:
Jouie, S-Cape (V6, H5),
Plan-1 (V12, H9)

Enemies:
Cultist x13

Rainbow

How do I find it? Get Plan-2 from Rainbow (2)

Have your mage do most of the bashing for you instead of your swordsmen. Use MP Drain to steal enemy magic points, and cast away. Make sure to get the Plan-3, which will turn the Rainbow (3) into Rainbow (4).



The goods to get to the final Rainbow map are all the way up in the tower. Good luck...

Gold:
12,000

Items:
Plan-3

Enemies:
Minion x14

Kingrand

How do I find it? Get Map-13 from battle #42

This map has some of the best items in the game, including the Burnier Spear (+525 AIT), the A-Magic Armor (+350HP), and the R-Metal (which is a chunk of rare ore that sells for an amazing 150,000 Gold!). The archers are always your greatest fear (after mages), so take 'em out quickly.



As you can see, it pays to be suited up for a battle of this nature.

Gold:
18,750

Items:
Paybell, Burnier,
R-Metal (V54, H5),
A-Magic (V61, H20)

Enemies:
Thug x12

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DREAMWORKS
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Nine



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Weapon List (up to Battle #43, including several secret battles)

1 Sword	Attack	Agility	Skill	Default Skill
Selsnick	+13	+5	3	N/A
Short	+18	+5	3	Blaze Slash
Cyphos	+20	+5	3	First Aid
Broad (two-handed)	+27	+4	4	Thunderbolt
Catless	+26	+6	3	Growthmark
Falcymen	+28	+6	3	Thunderclash
Rapier	+32	+6	3	Flameaxe
Falciata	+38	+7	4	Echomark
Zweihand (two-handed)	+56	+6	4	Double Slash
Carvera	+48	+7	4	Dragonfire
Executor	+56	+7	4	Blazemark
Assassin	+65	+8	4	Thundermark
Claymore (two-handed)	+78	+8	5	Treasuremark
Flambeau	+86	+8	4	Poisonmark
Heaven	+94	+8	4	Warrior Soul
2 Spear (all two-handed)	Attack	Agility	Skill	Default Skill
Bamboo	+23	+5	4	Exhortation
Jabber	+25	+5	4	Dragonstab
Hookhead	+28	+5	4	Angelica
Graver	+31	+6	4	Gemmark
Wladia	+32	+6	4	Razewind
Volair	+36	+6	4	Holyjab
Clawhook	+41	+7	4	Sonic Wave
Naginata	+47	+7	4	Cyclonejab
Trident	+52	+7	4	Holymark
Nalgama	+54	+7	4	Lackadaisy
G-lance	+59	+8	5	Triple Jab
Sun	+68	+8	5	Justifier
I-Jave	+82	+9	5	Spirit Fruit
Hargoon	+89	+9	5	Stormmark
Sasumata	+101	+10	5	Topmark
Wildbear	+112	+10	5	Windstorm
Burnier	+141	+12	5	Hell Jab
3 Bow (all two-handed)	Attack	Agility	Skill	Default Skill
B-short	+13	+1	3	Hell Blast
B-Bamboo	+15	+1	3	Sporewind
B-light	+17	+1	3	Winter Arrow
B-long	+18	+1	3	Muttertext
B-bandy	+20	+2	3	Ghost Queen
B-power	+21	+2	3	Ebonymark
B-iron	+24	+2	3	Hurricane
B-hunter	+28	+2	4	Shadow Skull
B-bowgun	+31	+3	4	Rise Arrow
B-mettle	+35	+3	4	Sky Stream
B-crossbow	+41	+3	4	Blackjail
B-hyper	+50	+3	4	Tornado
B-sniper	+52	+4	4	Seastorm
Fuujin	+56	+4	4	Cyclone Soul
Raijin	+64	+4	4	Deadend
4 Knife	Attack	Agility	Skill	Default Skill
Bowie	+16	+15	3	Unlock
Antenae	+18	+15	3	Sacchmark
Baroque	+21	+15	3	Giacciaia
Straight	+23	+15	3	MP Slash
Kunai	+25	+15	3	Reaper Blade
Mandrake	+28	+15	3	Freeze Ring
Sai	+32	+15	3	Cure
D-dagger	+35	+17	4	Demonheart
Novacula	+40	+17	4	Switcher
Blood	+45	+17	4	Ice Blade
Puggio	+48	+18	4	MP Transfer
Trilpe	+51	+18	4	Rouser
Ironhook	+58	+18	4	Enlarger
Aquilas	+67	+18	5	Icemark
Joule	+78	+18	5	Re-move
Kryss	+77	+19	5	Gravestench
Debe	+80	+19	5	Darkmark
5 Special	Attack	Agility	Skill	Default Skill
Mallet	+16	+0	3	Toxic Mist
Plinwheel	+18	+0	3	Stun Tachik
Urn	+30	+0	4	Blow
Rebelrod	+32	+0	4	Burnbody
Nailbat	+38	+0	4	Ballpointbomb
Pickax	+33	+0	4	Blackmake
Maracas	+36	+0	4	Blackbreak
6 Special (continued)	Attack	Agility	Skill	Default Skill
E-punch	+40	+0	4	Stun Punch
Iron-fan	+49	+0	4	Third Eye
Bonesaw	+53	+0	4	Equip Trade
D-scythe	+59	+0	4	Body Press
G-hammer	+66	+0	4	Spin Knuckle
Pybell	+71	+0	4	Zero Dash
Textbook	+74	+0	6	Prevention
Evidoll	+115	+0	4	Nova Body
7 Axe	Attack	Agility	Skill	Default Skill
Stone	+18	+3	3	Dervish
Tomahawk	+21	+3	3	Mistfreezer
Guns	+23	+3	3	Ice Tears
Francas	+26	+4	3	Lifewater
Halbert	+30	+3	4	Growthmark
Tanghi	+28	+4	3	Thunderchop
Blilin	+32	+4	4	Boisstrike
Blizax	+36	+5	4	Polar Skewer
Pole-axe	+44	+4	5	Clawer
Cerutis	+46	+5	4	Electromark
Gulliga	+50	+6	4	Thunderball
Orcesent	+59	+5	5	As Vertex
Taburet	+64	+6	4	Thundergem
Buleva	+66	+7	4	Freezenmark
Battler	+72	+7	4	Braveheart
Tabaljin	+82	+8	5	Berserker
Reaper	+98	+8	5	Ax Storm
8 Projectile	Attack	Agility	Skill	Default Skill
D-mezarg	+13	+1	3	Heaven Arrow
Chakram	+15	+1	3	Heat Veil
Shuriken	+18	+1	3	Telekiness
Sunring	+20	+1	3	Soul Flame
Hi-bomb	+24	+2	3	Lightmark
K-dart	+26	+2	3	Purifier
Blasitap	+29	+2	3	Prominence
X-beam	+31	+2	4	Scarletline
Shotput	+34	+3	4	Headmark
Trilade	+38	+3	4	Stalwart
Molotov	+43	+3	4	Breakshot
I-beam	+49	+3	4	Eternal Sun
Greade	+51	+4	4	Salamander
Cutter	+56	+4	4	Daydreamer
Glowstar	+59	+4	4	White Shadow
Quadrax	+62	+4	4	Magnus Soul
9 Wand	Attack	Agility	Skill	Default Skill
WD-staff	+6	+3	3	Healing
IR-staff	+8	+3	3	Buster Flare
W-staff	+8	+3	3	Ice Crusher
O-wand	+9	+3	3	Thunder Wave
Hermod	+10	+3	3	Requiem
Gawdion	+13	+3	3	Starfall
Relstaff	+12	+3	3	Refresh
Magenace	+12	+3	3	Blastsum
Wondered	+13	+3	3	Heal Light
Manitua	+13	+3	3	Poison
Sagerod	+14	+3	3	Shinestorm
Eye-rod	+15	+3	3	Darkmoon
Wizard	+15	+3	3	Angelbeat
Chelotik	+16	+3	3	Heat Up
W-staff	+17	+3	3	Arm-sleep
Anglerod	+18	+3	3	Sleeper
Magnarod	+19	+3	4	Dragonbreath
Miracace	+20	+3	4	Blizzard
Witchrod	+20	+3	4	Dark Cloud
T-rod	+21	+3	4	Solidstate
Ringrod	+22	+3	4	Paralyzer
Cosmored	+23	+3	4	Anti-minimum
Silverrod	+25	+3	4	Mimicizer
B' flyrod	+26	+3	4	Kapalm Ring
Runerod	+27	+3	4	Heat Soul
I-rod	+28	+3	4	Halfstorm
Millerod	+29	+4	4	Elehound
Magestik	+30	+3	4	Godglass
Lunarod	+32	+3	4	Magic Absorb
Skullrod	+33	+3	4	Blackhole
Batstaf	+34	+3	4	Solar Ray
Fairwand	+35	+3	4	Heal Wax
Emperod	+37	+3	4	Aqua Freeze



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SEGA RALLY 2

SEGA RALLY

CHAMPIONSHIP

"Very Long Easy Right, Maybe!"

by Greg Sewart
greg_sewart@ed.com

The Saturn's failure in the U.S. means that a heck of a lot of people never got the chance to experience the original Sega Rally—one of the best home racers ever. If you're one of these poor folks who missed out back in 1995, here's a second chance. Dreamcast owners everywhere are about to experience the white-knuckled racing action of one of the best titles ever released in the genre.

Sega Rally 2 caters to just about every driving style imaginable. The track settings on the following pages will get budding Rally rookies breaking records in no time, while also providing a great basis for further tweaking.

The learning curve may be a little overwhelming at first, but stick with it and you'll be rewarded with one of the most satisfying racing experiences ever to grace a home console.

time to complete 20 hours
challenge Moderate
best car Toyota Celica
most useful car Peugeot Road
most wanted car 40 Cavalier
sorely lacking also by V-Rally 2 (PS)
system Dreamcast
publisher Sega
developer Sega



www.sega.com

Gentlemen, start your engines!

But before you take that green flag...



Finish Arcade Mode

Yeah, we know this is a guide to the 10 Year Championship, but first set the game difficulty to Easy and take a run through the Arcade Mode. Not only is it good practice, it also nets you the Fiat Selenia Sporting. This goofy looking car is easily the best FF vehicle you'll get before unlocking the Renault Maxi MG in Year 5. Remember, you don't need to win to get the car—just finish. You'll thank us later.

Understand Your Car

The best settings for each track have been provided in the following pages. To really get every possible ounce of speed from your machine, however, you should understand exactly what kind of effect each setting has on your car. With this in mind, be sure to check out the settings guide below. Take that knowledge and mess around with the cars a bit in Time Trial mode to really become a Sega Rally 2 master.

THE SPECS

DRIVE



FOUR-WHEEL DRIVE: All that added power makes these cars ideal for most weather conditions. They're better in gravel than any other vehicles.



FRONT-ENGINE/FRONT-WHEEL: On tarmac these are dream cars, but in gravel or mud the front ends tend to "push." Finesse is required here.



MID-ENGINE/REAR-WHEEL DRIVE: Powerful cars with a lot of rear weight. MR vehicles are fun to drive but tend to slide out of control easily.



FRONT-ENGINE/REAR-WHEEL DRIVE: With all the weight at the front, there's not as much uncontrollable sliding with these cars.



REAR-ENGINE/REAR-WHEEL DRIVE: The RR vehicles feel like they get zero traction. A lot of patience and time is required to master these cars.

SETTINGS



TRANSMISSION: Each car has four transmissions. While the difference between the 4- and 6-speeds is hardly dramatic, advanced users should definitely go with manual transmission.



GEAR RATIO: The lower your gear ratio, the quicker your acceleration. The higher the ratio, the better your top speed. You'll want to set it low for twisting tracks and vice-versa.



FRONT & REAR SUSPENSION: Soft front and rear suspension means more contact with the ground and more power on bumpy terrain. However, stiff suspension will reduce the roll in your car and ultimately make it easier to handle those sharp curves. If you're on a smooth track, always use stiff suspension, but consider softening it in the drive wheels on more undulating courses.



STEERING: Steering is really just a matter of preference. On any tight, twisting track you might want to bump up this setting a notch or two for good measure.



BRAKES: If you see a lot of hairpins in your future, set the brakes high. There's nothing like some quick stopping power when that wall comes out of nowhere.





10 YEAR CHAMPIONSHIP YEAR 1

T O Y O T A COROLLAWRC

Weight: 1230kg
Power: 200hp/5700rpm



XG'S CHOICE



ISLE SS2

Rain: 10%
Visibility: Good
Time: Day
Temperature: 71°

Target Finishing Position: 9th

Suggested Tires: A Dry/Damp

TYPE GEAR RS RS STEER BRAKE

4WD +2 +5 +5 +4 0

FF +2 +5 0 +4 0

MR +1 +5 +5 +5 +1



1. Cut hard right on this turn or you'll kiss the left wall coming out.
2. Before the tunnel, stay to the left, then steer right as soon as you can.
3. Brake hard and be careful for the jutting wall on your left in this turn.
4. Stay slow through this area to navigate the twisting turns.
5. These turns are deceptively sharp—slide through both.

MUDDY SS1

Rain: 30%
Visibility: Normal
Time: Morning
Temperature: 68°
Target Finishing Position: 12th

Suggested Tires: G. Compacted Gravel

TYPE GEAR RS RS STEER BRAKE

4WD +3 +5 +5 +5 0

FF +2 +5 -5 +4 0

MR +1 +4 +5 4 0



1. Hug the inside wall on this turn to prepare for the upcoming bridge.
2. This is a sneaky turn. Tap the brake just as you enter or you'll nail the outside wall and lose speed.
3. Watch the pylons on the left side of this turn. As soon as you pass the final one, the turn tightens up. Let off the gas and feather the brake to stay in control.

SNOWY SS3

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 23°
Target Finishing Position: 5th

Suggested Tires: S. Snow

TYPE GEAR RS RS STEER BRAKE

4WD -1 +4 +5 +4 +1

FF -2 +5 +5 +5 +1

MR -2 +5 +3 +5 0



- On snowy tracks, stay off the snowbanks at all costs. Extremely difficult to get off of, snowbanks will also scrub off a lot of speed.
1. Brake heavily before reaching this sharp right-hander. Let the car slide into it and nail the gas to exit the turn.
 2. Take it easy through this "S" curve or you'll end up off the road.

RIVIERA

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 50°
Target Finishing Position: 1st

Suggested Tires: A Wet

TYPE GEAR RS RS STEER BRAKE

4WD -2 +5 +5 +5 +1

FF -1 +5 +5 +5 0

MR -1 +5 +3 +5 +3



1. Heavy braking is required here in rainy conditions.
2. Try to float to the right and take this chicane nearly straight.
3. Repeat the process here, but yank the wheel to the left at the last second to exit correctly.
4. Repeat the first hairpin process.
5. This turn is evil in the rain. Brake before going in or you'll hit the wall.

S U B A R U IMPREZA555

Weight: 1230kg
Power: 300hp/5500rpm



THE PRIZE

10 YEAR CHAMPIONSHIP

YEAR 2

S U B A R U

IMPREZA WRC



XG'S CHOICE

SNOWY SS1

Rain: 80%
Visibility: Bad
Time: Day
Temperature: 14°
Target Finishing Position: 12th
Suggested Tires: S, Ice

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+5	+5	+4	+1
FF	+4	+5	+5	+4	0
MR	+4	+5	+5	+5	0



1. Yank the wheel hard to the right just as you crest the hill on this long, sweeping left hand turn.
2. Remember that you're racing on ice here. Heavily reduce your speed as you head into this left-hand hairpin or say hello to the wall.

MOUNTAIN SS2

Rain: 20%
Visibility: Normal
Time: Day
Temperature: 64°
Target Finishing Position: 7th
Suggested Tires: A, Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	0
FF	+1	+5	-5	+5	+1
MR	+1	+5	+3	+4	+1

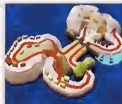


1. Brake a little for the first turn here, then stand on the gas right through the second turn.
2. Brake hard and turn fast to the right. Slide the car through the turn.
3. Slow down early for this hairpin.
4. The wall recedes a little on this right hand turn. Drive right over the grass and hold the wheel to the right to gain a few tenths of a second.

ISLE SS2

Rain: 80%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 4th
Suggested Tires: A, Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+2	+5	+5	+5	+2
FF	+2	+5	+5	+4	+1
MR	+2	+5	0	+5	0



The trouble spots remain the same on this track as they were in the first year. However, since you're running this race in some heavy precipitation, be sure that you have wet tires on your car and slow down even more than you normally would for the really tight turns.

MUDDY SS3

Rain: 40%
Visibility: Normal
Time: Day
Temperature: 82°
Target Finishing Position: 1st
Suggested Tires: G, Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



1. Slow down a lot for this turn. Watch the wall jutting at the apex.
2. Hairpins are extra-tough in deep mud. Liberal brake usage needed.
3. Another hairpin in the mud with a really odd entry angle. Stick to the right wall of the bridge, then jam on the brakes and turn hard left.
4. This turn is a lot tighter than it looks. Take it wide and slow.

MITSUBISHI EVOLUTION IV

Weight: 1230kg
Power: 280hp @ 6000rpm



THE PRIZE



10 YEAR CHAMPIONSHIP YEAR 3

DESERT SS1

Rain: 70%
Visibility: Bad
Time: Day
Temperature: 55°
Target Finishing Position: 11th

Suggested Times: G, Dry/Damp Wet

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	+4	-2	-2	+3	0
FF	+4	-1	-1	+5	0
MR	+4	0	0	+3	0



1. Dive to the grass on the inside of this turn to avoid the long puddle.
2. Hitting the water off these hills will slow you down. Stay centered.
3. If you drive on the grass right up to the wall through both of these turns, you shouldn't even have to brake.
4. In this turn, hug the left wall, tap the brake, and then stay on the gas.

XG'S CHOICE

S U B A R U IMPREZA WRC

Weight: 1230kg
Power: 300ps/5500rpm



MUDDY SS2

Rain: 25%
Visibility: Good
Time: Evening
Temperature: 68°
Target Finishing Position: 8th

Suggested Times: G, Dry/Damp Wet

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



1. This area is very bumpy. Tap the brake going in and hug the right wall or you'll lose control after you get airborne.
2. Hug the left wall going through this turn. The bridge is very narrow—if you drift too far to the right, you'll never straighten up in time.

SNOWY SS3

Rain: 15%
Visibility: Good
Time: Day
Temperature: 41°
Target Finishing Position: 4th

Suggested Times: S, Snow

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-1	+4	+5	+4	+1
FF	-2	+5	+5	+5	+1
MR	-2	+5	+3	+5	0



The first time you raced this track, the flying snow helped make things a little more slick. This time around, however, there's less snow. Even though snow tires are still required, you'll find that the car has much more traction. Drive conservatively, but know that your brakes will be a lot more sensitive this time around.

MOUNTAIN SS3

Rain: 20%
Visibility: Normal
Time: Day
Temperature: 64°
Target Finishing Position: 1st

Suggested Times: A, Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-3	-2	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	-1	0	+3	0	+1



1. This tunnel is very narrow, so stay centered and controlled.
2. Feather the brake all the way around this turn. It's sharper than it looks at first.
3. Slow down well before the turn or you'll go airborne and hit the wall.
4. Again, slow down early or you'll fly through the air and hit the wall.

T O Y O T A CELICAST185

Weight: 1200kg
Power: 200ps/5500rpm



THE PRIZE



10 YEAR CHAMPIONSHIP YEAR 4

MITSUBISHI EVOLUTION

Weight: 1230kg
Power: 290hp/6000rpm



XG's CHOICE

MOUNTAIN SS2

Rain: 70%
Visibility: Bad
Time: Day
Temperature: 53°
Target Finishing Position: 9th

Suggested Tires: A, Wet

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	0
FF	+1	+5	+5	+5	+1
MR	+1	+5	+3	+4	+1



The increased precipitation on this track should not be taken lightly. The rain makes it really slick, so drive carefully.

1. Pay special attention to the fact that it's raining as you enter this hairpin. Slow down very early and stay tight on the inside.

RIVIERA

Rain: 10%
Visibility: Good
Time: Night
Temperature: 41°
Target Finishing Position: 1st

Suggested Tires: A, Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-2	+5	+5	+5	+1
FF	-1	+5	+5	+5	0
MR	-1	+5	+3	+5	+3



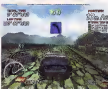
The last time you tackled the Riviera track it was during a heavy downpour. Now you'll be racing in ideal conditions, so modify your driving style accordingly. Don't slow down as much for the tight hairpins at each end of the track—instead, try to ease up on the gas and then punch it in order to powerslide through.

ISLE SS1

Rain: 10%
Visibility: Normal
Time: Day
Temperature: 59°
Target Finishing Position: 12th

Suggested Tires: A, Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-2	+5	+5	+4	0
FF	+2	+5	+2	+5	0
MR	+2	+5	+3	+2	-1



1. Just for a heartbeat, let off the throttle while you career around this turn. This will keep you off the wall as you enter.
2. Again, let go of the throttle for just a second as you slide around this right-hander. The left wall juts out suddenly—it can be really easy to hit if you're not careful.

DESERT SS2

Rain: 10%
Visibility: Normal
Time: Day
Temperature: 86°
Target Finishing Position: 4th

Suggested Tires: G, Compacted Gravel

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	+3	0	-3	+4	+2
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



1. Stay inside on this turn to avoid the rock sticking out on the left.
2. Hug the right wall on the hills leading to this turn, then stay hard left to avoid hydroplaning.
3. Try to take the chicane in a straight line rather than turning through it—it's faster that way.
4. Ease up on the throttle to maintain control through the hairpin.

MITSUBISHI EVOLUTION III

Weight: 1230kg
Power: 270bhp/6000rpm



THE PRIZE





10 YEAR CHAMPIONSHIP

YEAR 5

MOUNTAIN SS1

Rain: 20%
 Visibility: Normal
 Time: Day
 Temperature: 64°

Target Finishing Position: 11th

Suggested Tires: A, Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+3	+2	+2	0
FF	+4	+2	0	+4	0
MR	+4	+4	+2	+1	0



1. As you approach the crest, hug the right wall—but not too closely. You're about to jump into a hard right hand turn, so hold the wheel to the right while in the air.

2. After the chicane, drop your speed considerably. If you hit the wall jutting out on the left, you'll go airborne, potentially smashing into the opposite wall when you land.

S U B A R U

IMPREZA 555



XC's CHOICE

DESERT SS2

Rain: 10%
 Visibility: Normal
 Time: Evening
 Temperature: 59°

Target Finishing Position: 6th

Suggested Tires: G, Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	0	-3	+4	+2
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



There's not much new to say here—this run is almost exactly the same as the Desert course in Year 4. Set your car up for high speed and watch the puddles. They're all in the same positions that they were the last time you raced this track.

MUDDY SS2

Rain: 80%
 Visibility: Bad
 Time: Morning
 Temperature: 78°

Target Finishing Position: 3rd

Suggested Tires: G, Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



As hard as this track was the first time you ran it, it's even worse this time around. The rain makes the course extra slick, so while your driving style should stay basically the same, be sure to take the turns a little bit slower than before.

RENAULT MAXIMÉGANE

Weight: 960kg
 Power: 270bhp/8400rpm



ISLE SS3

Rain: 10%
 Visibility: Good
 Time: Day
 Temperature: 66°

Target Finishing Position: 1st

Suggested Tires: A, Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-4	+4	+3	+5	+3
FF	-4	+3	0	+5	+3
MR	-3	+4	+2	+3	+2



1. This whole mountain section is probably the most difficult part of the game thus far. You'll be burning up those brakes trying to make it through here. Don't worry too much—just go easy on the gas pedal and keep your wits about you. Keep repeating "I think I can, I think I can..."



10 YEAR CHAMPIONSHIP YEAR 6

MITSUBISHI EVOLUTION III

XG'S CHOICE



SNOWY SS2

Rain: 60%
Visibility: Bad
Time: Day
Temperature: 24°
Target Finishing Position: 8th
Suggested Tires: S, Snow

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



This entire course needs to be driven slowly at first. Find the straightest line through the gentle curves.

1. With snow tires on, simply kicking the brake while standing on the gas should get you through the hairpin with ease.
2. Slow down and hug the inside or you'll end up riding the wall all the way to the finish line.

DESERT SS3

Rain: 10%
Visibility: Normal
Time: Day
Temperature: 86°
Target Finishing Position: 1st
Suggested Tires: G, Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3



1. About all you can do here is hold on and pray. Break heavily for every "S" turn and stay on the gas coming out. Don't apex the corners too tightly or you'll go airborne.
2. Every single turn in the mountains is much sharper than it appears to be. Practice, practice, practice is the only advice I can give for this section of the course.

MUDDY SS1

Rain: 80%
Visibility: Bad
Time: Day
Temperature: 77°
Target Finishing Position: 12th
Suggested Tires: G, Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	+3	+5	+5	+5	0
FF	+3	+5	-5	+4	0
MR	+1	+4	+5	+4	0



Prepare to learn why rain is a bad thing at any race track. As if this track weren't slippery enough, now you'll find yourself locking the wheels and sliding into walls all over the place. Take it slow and easy; brake hard for just about every major turn. With a bit of luck, you should get through mostly unscathed.

ISLE SS2

Rain: 10%
Visibility: Bad
Time: Night
Temperature: 64°
Target Finishing Position: 5th
Suggested Tires: A, Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	+2	+5	+5	+2	0
FF	+2	+5	+5	+4	+1
MR	+2	+5	0	+5	0



The Isle SS2 course should be a breeze by now. You're driving in almost ideal weather conditions, so you should be going almost as fast as XG's Todd Zuniga leaving work on a Friday night. Go to it!

THE PRIZE

LANCIA DELTA 16v

Weight: 1100kg
Power: 295bhp/7000rpm

4WD



10 YEAR CHAMPIONSHIP

YEAR 7

SNOWY SS1

Rain: 10%
 Visibility: Normal
 Time: Night
 Temperature: 5°
 Target Finishing Position: 12th
 Suggested Tires: S, Ice

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	+4	+5	+5	+4	+1
FF	+4	+5	+5	+4	0
MR	+4	+5	+5	+5	0



Although the weather conditions are fairly decent, Snowy SS1 is still covered with ice. Track conditions aside, the fact that you're racing at night means you can barely see ten feet in front of your hoodpins. Low visibility never bothered a real man, though, so go for broke!

DESERT SS2

Rain: 70%
 Visibility: Bad
 Time: Day
 Temperature: 59°
 Target Finishing Position: 8th
 Suggested Tires: G, Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	+3	0	-3	+4	+2
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



Even in a downpour, this course is still fast. It's sometimes easy to lose control since you're racing in mud, but by this point in the game you should already be a certified "mud mastaah." With all the water on the track, the final turn can be mighty treacherous, so be sure to take it extra slow this time around.

T O Y O T A

COROLLA WRC

Weight: 1230kg
 Power: 299ps/5700rpm



XG'S CHOICE

MUDDY SS3

Rain: 80%
 Visibility: Bad
 Time: Day
 Temperature: 69°
 Target Finishing Position: 5th
 Suggested Tires: G, Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



You all remember the tough, muddy hairpins on this course, right? Well guess what—now you get to navigate them during a full-blown rainstorm! Are we having fun yet? Seriously, though, this track isn't really all that different in wet or dry conditions. Just be extra careful on those deep, muddy sections.

F I A T

131 ABARTH

Weight: 875kg
 Power: 230ps/7500rpm



THE PRIZE



MOUNTAIN SS3

Rain: 10%
 Visibility: Bad
 Time: Night
 Temperature: 50°
 Target Finishing Position: 1st
 Suggested Tires: G, Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
AWD	-3	-3	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	+1	0	+3	0	+1



Yet another night course in the same year, Mountain SS3 has some mean turns that come up so fast that even the most seasoned driver can be caught off guard. Keep your wits about you, but try to go full-bore through most of this course. Aside of the darkness factor, the conditions are ideal for setting a new track record.



10 YEAR CHAMPIONSHIP

YEAR 8

LANCIA

HF INTEGRALE

Weight: 1120kg
Power: 300hp/7000rpm

XG'S CHOICE

MOUNTAIN SS2

Rain: 85%
Visibility: Bad
Time: Day
Temperature: 53°
Target Finishing Position: 8th

Suggested Tires: A, Damp/Wet 2

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	+0
FF	+1	+5	-5	+5	+1
MR	+1	+5	+3	+4	+1



With the right setup (such as the one on the left), it barely feels like it's raining at all. Well, barely save for the two points (1. and 2.) where you'll need to slow down in a big way to clear the turns with any sort of success.

DESERT SS3

Rain: 65%
Visibility: Bad
Time: Day
Temperature: 66°
Target Finishing Position: 1st

Suggested Tires: G, Dry/Damp Wet

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3



Welcome to hell. All the water on this already insanely difficult track won't make for a lot of fun on the fourth leg of Year 8. Be prepared to run into lots of walls while feeling totally helpless to do anything about it. Skill—you must persevere. You're getting so close to the end!

ISLE SS1

Rain: 80%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 12th

Suggested Tires: A, Wet

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-2	+5	+5	+4	0
FF	+3	+5	+2	+5	0
MR	+2	+5	+3	+2	-1



This track is a joy to drive, even in the rain. Wide open is the way to go here, and moisture aside, this course offers a great opportunity to better your best times for Year 8.

SNOWY SS2

Rain: 100%
Visibility: Bad
Time: Night
Temperature: 21°
Target Finishing Position: 4th

Suggested Tires: S, Snow

TYPE	GEAR	PS	RS	STEER	BRAKE
4WD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



More snow causes very slippery conditions this year. Remember to stay away from the snowbanks bordering the track or you'll mess up that great time you've worked so hard for. Pay special attention to the hairpin (1.) this time.

PEUGEOT
205turbo16Weight: 900kg
Power: 450hp/7500rpm

THE PRIZE





10 YEAR CHAMPIONSHIP

YEAR 9

DESERT SS1

Rain: 0%
 Visibility: Normal
 Time: Evening
 Temperature: 77°
 Target Finishing Position: 12th

Suggested Times: G. Compacted Gravel

TYPE	GEAR	PS	RS	STEER	BRAKE
AWD	+4	-2	-2	+3	0
FF	+4	-1	-1	+5	0
MR	+4	0	0	+3	0



Could you ask for better conditions? It's like the Sega Rally god is rewarding you for making it this far. No extra moisture to worry about, so go all out. Of course, be wary of the puddle in the turn at point A on the map.



SNOWY SS2

Rain: 0%
 Visibility: Good
 Time: Morning
 Temperature: 41°
 Target Finishing Position: 7th

Suggested Times: A. Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
AWD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



Wow, two tracks in a row with zero precipitation! This great treatment just can't last. The fact that you get to drive on almost totally dry tarmac this year makes Snowy SS2 a total breeze. Don't let the "slippery" warnings scare you—they never appear in any sharp turns. Put on the Asphalt tires and go to town, baby!



XG's CHOICE

S U B A R U IMPREZA WRC



MOUNTAIN SS3

Rain: 35%
 Visibility: Bad
 Time: Morning
 Temperature: 46°
 Target Finishing Position: 4th

Suggested Times: G. Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
AWD	-3	-2	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	-1	0	+3	0	+1



You had to know all that dry weather was going to end sooner or later, eh? Not only that, but you've got a thick fog to deal with on Mountain SS3. Keeping the moisture and bad visibility in mind, take it easy from point 1, to point 2, as the road is really narrow. Otherwise, drive the track as you normally would.

RENAULT ALPINE A110

Weight: 685kg
 Power: 172ps/7000rpm



THE PRIZE

MUDDY SS3

Rain: 80%
 Visibility: Bad
 Time: Day
 Temperature: 82°
 Target Finishing Position: 15th

Suggested Times: G. Soft/Wet Gravel

TYPE	GEAR	PS	RS	STEER	BRAKE
AWD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



We've gone from bad to worse. The people from Sega are mocking you with their weather control—are you going to take it? Of course not! Race this course the same way you did the last time you were here and you'll finish first.

10 YEAR CHAMPIONSHIP YEAR 10

T O Y O T A COROLLA WRC

Weight: 1230kg
Power: 209hp/5700rpm



4WD

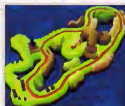
XG's CHOICE

MOUNTAIN SS1

Rain: 10%
Visibility: Normal
Time: Evening
Temperature: 60°
Target Finishing Position: 12th

Suggested Tires: A, Dry/Camp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+3	+2	+2	0
FF	+4	+2	0	+4	0
MR	+4	+4	+2	+1	0



Once again, ideal conditions allow you to tear the track apart with your blazing speed. Enjoy it while you can—the tenth year only gets harder from here.

MUDDY SS2

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 82°
Target Finishing Position: 9th

Suggested Tires: G, Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



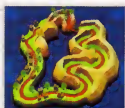
See? You've been warned. This track offers some of the worst racing conditions yet. Heavy rain and thick fog will greet you on your final trip to the Muddy SS2 course. Luckily, you should be used to tackling this challenging circuit in less than perfect conditions by now.

DESERT SS3

Rain: 15%
Visibility: Normal
Time: Day
Temperature: 87°
Target Finishing Position: 5th

Suggested Tires: G, Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3



Although Desert SS3 is one of the most difficult courses in Sega Rally 2, the beautiful weather here mean you can get away from here with an easy fifth place and your sanity still intact. Behold, the final race is in sight!

ISLE SS3

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 1st

Suggested Tires: A, Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-4	+4	+3	+5	+3
FF	-4	+3	0	+5	+3
MR	-3	+4	+2	+3	+2



Remember the track that nearly made you want to introduce your controller to your wall at about 100mph? Well, now you get to do it in a downpour of biblical proportions! Be careful of the puddles on the Insides of turns 1, 2, and 3—avoid them and you should have no problems. But wait, the fun ain't over yet...

THE PRIZE

LANCIA

037 RALLY

Weight: 983kg
Power: 350bhp/8000rpm



10 YEAR CHAMPIONSHIP SUPERS.S.

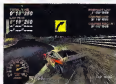
Rain: 10%
 Visibility: Normal
 Times: Night
 Temperature: 50°
 Target Finishing Position: 1st

Suggested Tires: G, Asphalt Dry/Damp

TYPE	GEAR	PS	RS	STEER	BRAKE
AWD	+4	+4	+4	+4	+5
FF	+5	+5	0	+5	+5
MR	+5	+3	+5	+3	+5



In order to earn the final car, you'll have to beat it in a one-on-one race on this secret course. You'll start a half-lap away from each other, and you have two laps to take the lead and finish in first. Learn to fear the term "long medium left, tightens." When you hear that dreaded phrase, slow down! Otherwise, the only real challenge on this course is the two hairpins. There's one halfway through the lap and one just before you cross the finish line. Use the hand brake on front wheel drive cars to kick the rear end into position. Our best times came using the Lancia Stratos, but overall, the Corolla is a better choice.



Sega Rally 2: Japan vs. U.S.



Japanese Version

The Japanese version of Sega Rally 2, released back in January 1999, was a little bit different from our U.S. version.

First and foremost, it featured a networked multi-player mode for up to four players over a closed network in Japan. This feature rocked, and it's really quite sad that SOA still doesn't have a proper network in place for the DC in the U.S. As a result, no network play for us.

Oddly, the game featured two cars which were removed from the U.S. version. The Ford Escort WRC and Peugeot 206 Maxi were both dropped in favor of different cars. Also, the Lancer Evolution V had a different paint job. Not a huge deal, but it's noticeable. The difficulty level was a tad lower in the Japanese release too—we had a much easier time blowing through the 10 Year Championship mode back then.

U.S. Version

The trip across the pond brought a few changes to Sega Rally 2 for us lucky "gaijin" (that's "foreigner" in Japanese).

The most obvious of these changes is the addition of two new cars that replace the two that were taken out: The Fiat Seicento Sporting and the Peugeot 206 WRC. The Peugeot 206 is actually the default car—the very first one you'll see when you go to the car selection screen. You'll earn the Fiat Seicento by finishing Arcade Mode. Oddly enough, there's no car profile available for the feisty little Fiat in the Car Profiles mode (can you say "rush job"?).

The Lancer Evolution V has been changed to just Lancer Evolution (no "V"), and sports a slightly modified new paint job.

Finally, a much appreciated—though not quite perfect—vibration function has been added for the American release.





Put a Helmet On That Soldier!

by Andrew Baran
Andy_Baran@zd.com

DreamWorks has done an amazing job re-creating the WWII combat experience with Medal of Honor. This game is much more than your average "Doom clone." In fact, it can be said that MoH is the PlayStation equivalent of GoldenEye 007.

There are a total of seven missions, with three to four levels in each. During the course of each mission, you will have sets of objectives to complete. At the end of each level, your performance will be graded.

What makes Medal of Honor special is how realistic it feels. From the ambient sounds to the way the enemies react to you, it's easy to let reality slip away. It's that good. I could drone on for hours at how amazing this game is, but I think I'll stop now.

This guide will take you from start to finish, while also providing tested tactics. Good luck!

database

time to complete 25-30 hours
challenge Moderate
best weapon Silenced Pistol
hardest mission Mission 6
best advice Don't forget to reload!

also try GoldenEye (N64)
system PlayStation
publisher Electronic Arts
developer DreamWorks

www.mohgame.com



MEDAL OF HONOR

WEAPONS TRAINING

	Pistol Capacity: 7-8 Rounds (variable) Most Effective Use: These are three Pistols in the game, and they're used in similar fashion. The Pistol is highly accurate, so go for the deadliest shots (head shots). Otherwise, you'll just be wasting ammo.
	M1 Garand Capacity: 8 Most Effective Use: This trusty rifle is one of the best weapons in the game, it's extremely accurate, so take the best shots you can from long range. When things get hot, don't forget to reload.
	Grenade Capacity: 1 Most Effective Use: Grenades can be the funnest weapons in the game. Use them to flush enemies into the open, or try to drop them into bunkers or towers where your victims cannot escape.
	Stielhandgranate Capacity: 1 Most Effective Use: These are just the German version of the Grenades. Use them for flushing out the enemy, or if your aim is good, for exploding several enemies at once.
	Shotgun Capacity: 8 Most Effective Use: For clearing tunnels at medium-close range, nothing beats the Shotgun. If the entire blast hits the enemy, he'll die almost immediately. Also used for enemies behind cover.
	Sniper Rifle Capacity: 5 Most Effective Use: A head shot from this weapon will kill instantly. This is the undisputed long-range master. Never use it up close unless there's an emergency, because the zooming is slow.
	MP40 Capacity: 32 Most Effective Use: This machine gun has the same destructive capabilities as the other guns of its type. Its main advantage is its larger ammunition capacity.
	(BAR) Browning Automatic Capacity: 20 Most Effective Use: A decent machine gun, this mainstay of our armed forces is best used for when you are confronted by large waves of enemies. Shoot in tight shot clusters.
	Thompson Submachine Gun Capacity: 20 Most Effective Use: An effective lead-splitter. This gun is great for fighting off numerous enemies at once, but poor for maintaining decent accuracy. Use at medium range for the best effect.
	Bazooka Capacity: 1 Most Effective Use: Fire this weapon at clusters of soldiers. Aim for roughly five feet in front of them for the best effect. Just keep your right side away from a wall, or you'll end up blasting yourself to hell.

ITEMS TO FIND IN THE FIELD

Keep a notebook handy for these items found in the field.

- 1. Medical Carbine:** Adds a small portion of health. **2. First Aid Kit:** Restores half of your health. **3. Field Surgery:** Pick. Heal you completely. **Note:** Say, in a health item that you are just about to complete a mission that you can be certain of coming an Excellent rating.
- 1. Small Ammo Cache:** Gives you a few rounds for your weapon. **2. Capcious Ammo Box:** Gives you a lot of ammo. **3. Large Ammo Box:** Gives you a larger supply of ammunition. The long version of this box will completely refill your weapon's ammo capacity.



Mission One: RESCUE THE G3 OFFICER

Scenario One FIND THE DOWNED PLANE

About This Mission: This mission is fairly straightforward. Keep your accuracy high and you'll earn an Excellent rating. **01 Recover the Logbook:** The logbook will be hidden within a crack inside the west building on the left side of the town. You must pass through this area in order to complete the mission anyway, so it's kind of hard to miss.

02 Find the Plane: The plane is in the open. You'll find it past the bridge outside of the town. Make sure to collect the healing kit that's hidden by the plane (too bad the pilot didn't use it).

03 Enter Town: You'll know that you're at the end of the level when you come to the heavy machine gun emplacement. Use the Nazis' own weapon against them. You'll face several waves of soldiers running out of the door you must enter. Kill them until there isn't any more opposition.

Note: Finding the heavy machine guns will often trigger enemies that are not normally placed on the map. This is a good way to earn some extra kills.



The logbook is hidden underneath a small crack in the wall.



Finding the plane isn't too hard—it's in the middle of the road.



Scenario Two SEARCH THE TOWN

About This Mission: Always make a habit of constantly looking up, as there are plenty of snipers taking potshots at your head. Aside from the balconies, there is one sniper hidden inside a building window. Can you find him?

01 Destroy Radio Transmitter: The end of the first city block has the radio that you need to destroy.

02 Neutralize Gestapo Threat: While there are 14 Gestapo agents, you only have to kill off eight to meet the required count. They are easy enough to kill.

03 Locate Maquis Hideout: The end of the level will reveal the Maquis hideout. Enter through the trapdoor to complete this segment of the mission.



Kill off at least eight Gestapo agents hidden around the town.

• Gestapo Agent Location



Scenario Three SEWER CHASE

About This Mission: The sewers are teeming with guards and dogs. When you hear barking, ready a Grenade. The dogs always react to the grenades.

01 Acquire G3 Attaché Case: The case is next to the body in the room you start in, because it is so dark, it's easy to miss seeing the case.

02 Locate Maquis Weapon Cache: You can find the Shotgun behind a breakable wall. See the map for the exact location. The Shotgun will be of great help in the tight confines of the tunnels.

03 Exit Sewer: Exiting the sewer can be a little tricky. There are plenty of guards protecting the exit. Pick off as many as you can from a distance, then switch to your grenades. Toss a few Grenades near the troops to make them concentrate on something other than you. Next, load your Shotgun and blast the distracted guards.



The attaché case is easy to miss. It's in the room you start in.



Mission One Rewards
 Excellent: Nothing
 Excellent: Distinguished Service Medal
 All Excellent: Crossed Maltese Crosses

Mission Two: DESTROY THE MIGHTY RAILGUN GRETA

Scenario One SNEAK INTO THE RAILWAY STATION

About This Mission: This level can be played in an extremely sneaky manner. In fact, the briefing makes it seem like that's what you are supposed to do. Unfortunately, this is not the case. You must kill each and every Nazi on the level. Things will get intense.

On Switch Tracks: From the start, take the first left passageway. Climb up to the catwalk and make your way to the guard. The switch is next to him.

On Obtain Assewer's Blue "ID Blue": The aforementioned guard carries the Blue ID card. Shoot him in the head and take the ID. Don't worry, he's all alone.

On Obtain Assewer's Red "ID Red": Crawl through the ventilation shaft to reach the office. You can get a clean head shot from the shaft. Once the officer is dead,

you'll find the Red ID on the ground. **Note:** Shooting the stationed guards will summon two more troops your way. You must kill all of the guards to earn an Excellent rating here. Sneaking is not needed to earn the best rank.



Show the ID to put the Nazi off his guard, then shoot him.



Scenario Two FIND THE GIFT PACKAGE

About This Mission: This mission requires a little bit of sneaking. Remember that you can shut down the alarms by pressing the alarm button.

On Steal Freight Manifest: The manifest is hanging on the wall in the open.

On Obtain Assewer's Red "ID Red": Kill the nearby guard before he can raise the alarm. The ID is on the table.

On Find Gift Package: The gift package is hidden in a guitar case on the right side of the train station.

On Disable Reserve Engine: Use the explosives that you found in the gift package on the front of the train. Use caution when you do this. The explosion can kill you, and it will summon some guards to investigate the noise.

On Follow Rails to Rail Tunnel: Head down the tracks, but move slowly. As soon as you see the traces of an enemy, switch to your Sniper Rifle. Take out the enemy before they can even see you.



Take out this guard before trying to grab the ID card or he'll call for help.



Scenario Three RAIL CANYON

About This Mission: Take out the bunkers by sneaking into them.

On Procure Grenades: Take the first path off of the road. This will take you to the air vent of a bunker. Crawl inside, disable the gun, and grab the Grenades.

On Destroy Fuel Containers: Take the next path off of the road and lob a Grenade into the fuel tanks. Don't worry about the sleeping guard. He'll never know what hit him.

On Exit Canyon to Railgun: The last section of the track is heavily guarded. A heavy machine gun emplacement is blocking the way. Take the side route and you will find yourself above it. Drop Grenades into the bunker and shoot the guards that come out.



Sneak into the sack of the bunker to avoid detection.



Toss a Grenade into the fuel canisters to blow them up.



The end of the level is heavily fortified. Sneak yourself in.



Mission Two Rewards

- Excellent: Bull Ross
- Excellent: American Commendation
- All Sides: Code: American Name

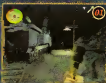


Scenario Four MEETING GRETA

About this Mission: This is it, the last part of the Greta mission. The key is to push straight forward, as things shouldn't get too tough, just make sure to kill off the enemies at a distance.

On Destroy Rail Gun Greta: Make your way to the train, it's just at the end of the tracks. Place all six explosives and Greta will be history. Before planting the last explosive, head towards the side road and collect the health found there. This will most likely earn you an Excellent rating.

Note: As you plant the explosives on the railgun, more enemies will be triggered. Just watch your back or you could find yourself dodged with bullets.



Kill off the guards and plant six explosives around the railgun.



Mission Three Rewards

• Excellent: Jetts, Jehan, Jürgen, Moritz
• Excellent: American Campaign Medal
• All Excellent: Code, Temperamental, Icon

Mission Three: SCUTTLE DAS BOOT U-4901

Scenario One ESCAPE THE WOLFRAM

About This Mission: This plays out exactly like the stealthy Greta missions.

On Geta Access to Posternade: Kill the guard, or fling a grenade your way past this point. Just get the General Pass first.

On Geta Access to Bridge: Go down the right path after acquiring the bridge pass from the guard.

On Find Wrench: You'll find the wrench right by one of the gun turrets.

On Geta Access to Engineering: From the long hallway, head left. Use the Engineering Pass or kill the guards.

On Jam Engine: Show the wrench into the engine and it'll alert the guards. Better luck and load.

On Exit Ship Through Cargo Hold: The Exit for this level is at the large door

opposite of the starting point.

Note: In order to earn an Excellent rating, you will have to kill off all of the guards. In this case, you don't have to pick up the passes.



Scenario Two THE ROOFTOPS OF DACHSMAG

About This Mission: There is a lot of climbing and jumping in this level.

Finding your way through the first part can be tricky. The map will help you.

On Locate Smuggled Weapons: This objective is simple. It's right in front of you when you start.

On Secure Deployment Timetable:

Look for this item on the wall of the little office on the wharf.

On Blow Up Truck with Demo Charges: There are two trucks in the level. Look for both locations on the map. Just get ready for trouble, as your actions will attract some attention.

On Find Heliway to Productive Facility: You will have to make some precarious jumps from the tops of the buildings in order to reach this level exit. Take your time so you don't fall down. Falling from heights will not injure you, so don't worry about an instant death.

Note: There are two ways to trigger enemies into appearing on this level. One is to set off explosives on the trucks. The other is to start collecting the rare items found atop the cargo crates. That'll bring 'em out.



Guards will come as soon as you set the charges on the truck.



You will have to nimbly cross from one building to another on a pipe.



Scenario Three THE HUNTER'S DEN

About This Mission: This level has more more enemies compared to the previous missions. Always go for I and shots.

01 Find Engine Spikes: Go up the deck in the back of the first large room. Holders are the spikes. Make sure to take out all of the guards in the area first.

02 Find Hull Blueprints: The blueprints can be found on the wall in the first dry dock. They should be easy to spot.

03 Destroy Sea Door Controls: The controls to the sea door are in a little control room. If you come to the completed ship, you'll find it. As soon as you blow the controls, you'll have all of the base to your mischief. Clear out the guards that come after you. The control room is a decent hiding zone for your Machine Gunner Sniper Rifle.

04 Locate and Bomb Wages: In the dock, follow the path around the room all you can. To the bridge that lets you board the submarine. There are plenty of guards here, but the big open space in this room makes the Sniper Rifle the weapon of choice.



Eliminate the guards before attempting to open the dock.



Destroying the sea door will trigger a wave of aggressive guards.



Scenario Four DIVE!

About This Mission: The briefing will make it seem like this mission has a time limit. Don't worry about it—take your time.

01 Radio Coordinates to HMS Belfast: Simply click on the radio at this point.

02 Lock Pins to Dive Setting: Turn the valve on the control panel.

03 Destroy Fin Controls: Set the explosives after you turn the valve.

04 Blow Ballast to Surface Boat: Search the back wall of this room to find the ballast levers. Hit them and move forward to the front of the ship.

05 Find Exit Hatch: The end of the ship leads to complete this objective.



Click on the action button to single the HMS Belfast.



Turn the valve, and then finish it off with an explosive.



Crank on the ballast, and the submarine's fate is sealed.



Mission Four: ATTACK IMPENETRABLE FORT SCHMERZEN

Scenario One THE SIEGFRIED FOREST

About This Mission: It's easy to get lost in this level. By using the tunnels, you can traverse almost anywhere. Whenever you come across a trench, look for a tunnel from one of the sides.

01 Find Snake Dive Bomber: The bomber is in a heavily guarded sector. Use the nearby tunnels to reach the safest location, and toss a grenade over the wall to blow it up.

02 Locate Crowbar: The crowbar is lying next to two heavy machine gun placements. Take out the gunners from a distance before they can find you, or else you'll get shot up.

03 Open Hatch and Enter Fort: The entrance is by the dragon's teeth.

04 Find Entrance to Sublevel 1: Hold up in the bunker and kill off the troops.

Mission Post Rewards

- 2 Excellence: Kill, Level: Gameworthy
- 2 Excellence: Legion of Merit
- All Excellence: Code: Winkamc Made





Scenario Two

OFFICER'S QUARTERS

About This Mission: This is one of the toughest levels because it's so easy to get lost. Use the map to guide your way through. The soldiers here will be the toughest ones you've faced yet—they almost always hide behind walls. Use the explosive barrels to catch them off guard. That should even the odds.

01 Send SOS: Send in a fake SOS signal using the radio here.

02 Find Orders from Col. Weiland: On top of the table in this room, you will find the orders.

03 Acquire Key to Lower Levels: Look in the bathroom. There will be a guard doing his... err... business. Kill him and the key will land on the floor. Pick it up and you'll be able to leave the area. Collecting this item will send between five and six guards your way.

04 Find Gasmask: This extra mission will be essential to your survival. The gasmask is on a table. One size fits all.



To lure off half the Nazi army, send a fake SOS signal.



Scenario Three

MUSTARD GAS PRODUCTION

About This Mission: More corridor corridors await you. The gas masked troops are a little slow to respond, but they sure like to gang up on you.

01 Activate Gas Valve 1: Turn the valve as soon as you can, but turn yourself right around. After you complete this task, the guards will take a few pot shots at your back.

02 Activate Gas Valve 2: The second valve is just a hop, skip, and a jump away from the first. There shouldn't be many guards reacting to this. One would assume that they would be fleeing the base before the poison gas takes over.

03 Exit Fort: Exit the fort as soon as you can. The last room has a sniper high atop a catwalk. Get rid of him before attempting to climb up.



Mission Five: SABOTAGE THE RYUKAN HYDRO PLANT

Scenario One

THE ROARING PENSTOCKS

About This Mission: Things are going to get even more intense. Conserve your ammunition if you can.

01 Stop Water Flow in Central Pipe:

Turn the first valve you come to.

02 Destroy All Power Relays: There are six power relays in all. Use the map to find their locations, but beware—they're heavily guarded.

03 Shut Down Main Power Grid: In the last power relay room, flip the switch on the left wall.

04 Enter Hydro Plant: Follow the corridor until you reach the exit.



Mission Five Rewards

- 3 Excellence: Paul, Van Braun
- 3 Excellence: Norwegian War Code
- All Excellence: Code: 4K Hiding Rats

Scenario Two GENERATORS OF DESTRUCTION

About This Mission: There's a lot of scientists in this area. If you approach them with a large gun and blow it to their faces, they'll most likely run, not just when those guys start howling, but when they start howling to survive.

01 Disable All Generators: Hit all three switches and the generators will shut down. Warning: The door you just entered through will automatically lock.

02 Shut Down Flow to Heating Tanks: Turn the two valves shown on the map to complete this objective.

03 Destroy All Research Files: There are four locations that contain the research files. Plant explosives and get the hell out of Dodge.

04 Locate Data Output Reports: This report can be found on the table in this nearly empty room.

05 Locate Elevator: Follow the long hallway to reach the elevator. It is pretty damn easy to get lost, so use the map if you find yourself going around in circles. There are plenty of guards intent on ending your life.



Shut down the generators by pulling all three levers.

Scenario Three BETRAYAL IN THE TELEMAR

About This Mission: This level is purely close-combat fighting. Use the Shotgun at close range when an enemy suddenly pops up. Use the Pistol when you have some range on the enemy.

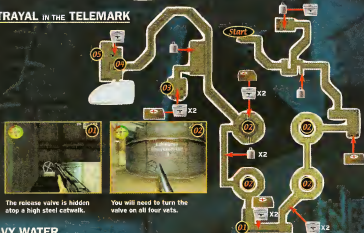
01 Open Emergency Release Valve: The valve is on a second floor catwalk, between the second and third vans. The catwalk makes an excellent vantage point for sniping at corridor enemies.

02 Divert Heavy Water Valve: There are four vans that you need to turn the valves on. Look atop the fourth tank for some hidden ferns.

03 Acquire Delivery Schedule: The delivery schedule is in a small room on the right side. The room is heavily guarded, so strike on all the floors.

04 Locate Garage: Just walk into the last room to complete the objective.

05 Disable Traps: Plant the explosives on the truck in the garage.



The release valve is hidden atop a high steel catwalk.

You will need to turn the valve on all four vans.

Scenario Four HEAVY WATER

About This Mission: The Gatopaks will be your worst nightmare. Make sure to hit them hard and fast.

01 Disable Both Trucks: The first truck is surprisingly easy to miss, as it is right next to you when you start. The second is in the middle of the road.

02 Disable Power Station: There's a gun emplacement to deal with here. Not only is there a gunner, but he has a partner who can use the big gun, too. Wits them out of the way, set your charges. Hold back for a minute, as this will trigger the arrival of a small platoon.

03 Sabotage Ferry: Quickly knock out the two guards found behind the gate and head straight for the ferry. From there, exit to the left. Mission complete.





Mission Six: CAPTURE THE SECRET GERMAN TREASURE

Scenario One MOUNTAIN PASS

About This Mission: About half of the enemy soldiers in this mission will be armed with handbombs. If you are a stack of light handling your min, get the heck out of the way or you'll be instantly incinerated by the incoming explosion. You will have to take each group of soldiers out as fast as possible, as they will react to you aggressively and intelligently. Remember, keep your distance and you'll be fine.

01 Destroy Generator Fuel: In the large compound you'll see a series of water tower-looking structures. If you stand underneath them, you'll be able to plant your explosives. Once the explosions start rocking the joint, expect some company from the Nazis.

02 Locate Mine Entrance: Just behind the compound containing the fuel tanks is the exit. If you have not cleared the snowy corridor that wraps around the outside of the fuel area, you'll see a wave of Nazis heading your way.



Plant charges on all of the fuel tanks and get the hell out.

Scenario Two MERKER'S UPPER MINE

About This Mission: Merker's Upper Mine is a relatively short mission. Compared to the last, this one is much easier. Most of the soldiers you'll face will be out in the open, giving you a place to practice your Rifle skills.

01 Eliminate 8 SS Demo Squad Members: Rush down all of the members of the demolitions team. They're cowardly and relatively slow. They generally won't even notice a thrown Grenade. Use the map to find the locations for every explosive placement.

02 Recover Dehmed Manuscript: The manuscript can be found in the second large room on the back wall. It is found between two of the mine cars.

03 Acquire Elevator Keys: Hidden behind a stack of here art on a small table is the key. Be sure to stop by and collect the useful ammunition in the room as well.

04 Locate Elevator: Follow the caverns to the end, and you'll be able to find the elevator with ease. This room also contains the last demo squad member.



Use the map to find the locations of the SS demolitions team.



The rare manuscript is hidden behind two of the mine cars.



Mission Six Rewards
 5 Credits: Enns, Eggen, Wengert, Muzer
 3 Bandoliers: Soldier's Medal
 40 Excellence: Codes Reflecting Stars

The key is on a table in the back of one of the the small rooms.

Scenario Three TREASURE CAVERNS

About This Mission: This is the final mission to collect the last of the stolen treasures. This level shouldn't be too tough if you take it slow.

01 Locate the Corridor Elevators: The first hallway on your left will lead you to a small corridor. Follow the corridor and launch a Rocket into it. They should kill the three guards and allow you to pick up the last treasure chest.

02 Locate and Disarm All Bombs: The locations of the bombs are revealed on the map. You must diffuse all 12 of the bombs in order to complete this level.



■ = Bomb Location



Mission Seven: ESCAPE THE V2 ROCKET PLANT

Scenario One BUZZBOMB ASSEMBLY

About This Mission: The assembly plant will get progressively tougher. Most of the enemies are behind corners, so you'll have to attack swiftly.

On Find V2 Target Unit: Look in the desk in the office after you have assassinated the two guards.

On Destroy V2 Launch Control System: Plant your explosives on the console in this room. Just make sure to climb up the ladder before the blast catches you.

On Open Blast Doors: Turn the valve next to the launch control system to open up the blast doors. Doing this will trigger a whole swarm of guards. Fire your Bazooka up the stairs to clear out all of the opposition.

On Locate Emergency Hatch: Backtrack to the room with the tunnel leading down. Beyond the doorway are a number of heavily armed soldiers. Use any of your unspent Rockets here.



Load a couple of Grenades into the office to get rid of the guards.



The second and third objectives are very close together.



To exit the level, work your way to the tracks and go down the tunnel.

Scenario Two VENGEANCE PRODUCTION

About This Mission: The corridors are filled with elite soldiers. Use Grenades to flash them into the open.

On Find Scientist Roster: Look on the back wall of this small room. Two armed scientists hide inside, so don't just run inside thinking the coast is clear.

On Acquire V2 Schematic: You will find the schematic behind one of the large rockets. A scientist standing near them will attempt to stop you, so silence him.

On Gain Access to Guidance Lab: Just walking into this small room will complete this objective.

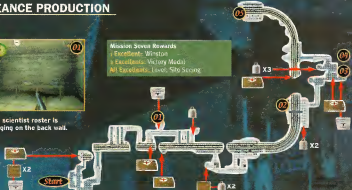
On Sabotage Gyro Guidance System: On a table in the same room as the last objective is the guidance system. Use the action button to reprogram it.

On Find Launch Area: Follow the corridors to the exit of this level.



The scientist roster is hanging on the back wall.

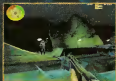
Mission Seven Rewards
 1 Excellent: Winston
 1 Excellent: Victory Medal
 All Excellent: Level, Site Score



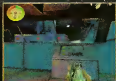
Scenario Three GOTTERDAMMERUNG

About This Mission: This is it, the last mission. Things start off slowly, with only a couple of guards. Kill them, and the trouble will begin. This level will require a little patience and a lot of skill. The alcove opposite of the heavy machine gun will spawn enemies like crazy. It may seem tempting to light up everyone who pops out with the heavy weapon, but the enemies that emerge next to the train will kill you. Avoid using the big gun, as it makes you vulnerable to Bazookas and Grenades. The sandbag barricade hides enough Health and ammo to max out your capacity, so make the run here if you need to.

On Launch the Sabotaged V2: Make your way to the bunker. Toss a couple of Grenades inside to clear out the pesky scientist. Hit the controls and the V2 rocket will come crashing down on the installation. Congratulations! Your part of this campaign is now over.



Don't man the Heavy Machine Gun. It'll get you pestered quickly.





LEARNING HOW TO DEAL WITH THE NAZI THREAT



LONG DISTANCE

Kill With Maximum Risk: Move slowly through the levels. Don't worry, you're never timed. Move til you see the outline of an enemy trooper. Pull out your most accurate weapon (Sniper Rifle or Pistol) and aim for a head shot. If there are other troops nearby, you'll have enough space to deal with them before they become a threat.



ENEMY IN COVER

Flash 'Em Out: Is there a Nazi behind cover that's giving you trouble? Toss a Grenade to send him scurrying like a rat. **Scattershot Kills:** Later on, the elite German troops will take cover behind walls and spray a wash of bullets over your position. If you have the Shotgun, you can effectively take these guys out with a well-placed blast.



BE A TUNNEL RAT

Elope the Enemy: Whenever you come across a ventilation shaft at ground height, try shooting it. You can use ventilation shafts to reach new sections of the levels. Often, ammunition and Health Kits will be hidden in secret rooms adjacent to these tunnels. Just beware of crawling troops, or worse yet, grenades that get tossed inside.



LAWS OF GRAVITY

More Fun With Grenades: There's a few occasions when you will have to climb down a ladder or fall into a pit. What is the most effective way of clearing the way down before? The answer is simple: Grenades. Toss a Grenade, wait for the footsteps, and toss a second one down. This will catch the reacting enemy.



AI & RESPONSES

The Computer Is Predictable: The enemies will react to your Grenades in different ways. a. If in a crowd, a Nazi may throw himself on the Grenade. b. He may run away. c. He might try to pick up the Grenade and throw it back. If he chooses this course of action, shoot quickly to stop him in mid-air before he can



K-9 UNITS

Feed the Doggy a Grenade: When dogs are nearby, toss a Grenade. This will always draw them away from you. They will either carry the Grenade to the master (oh boy), or towards you (flesh). When attacked, dogs will run backwards to stay out of reach.

ACHTUNG!



Learn a battle ending: In order to earn three stars (and more in the incident rating) yourself, you'll need to complete the level with no kills. (Yes, no kill counts as 0 kills.)

XP all in, MGS: This includes how triggered by performing certain actions, i.e. jumping on the alarm or killing your last guide. Learn what triggers them.

A secret kill star system:



Medals: System will crash in the middle and you'll see the message: "The system is not functioning - nothing can be done."



ENEMY TYPES

Enemy Type	Accuracy	Awareness	Continuously Armed With
Police Infantry	Good	Poor	Rifle, Shotgun, Grenade
Sniper	Good	Poor	Rifle
Armored Officer	Average	Good	Rifle
Attack Dog	Good	Good	Sharp Teeth
Sniper	Good	Average	Rifle, MP40
Naval Officer	Good	Poor	Pistol
Naval Worker	Poor	Poor	Pistol
Naval Guard	Average	Average	Rifle, MP40
Medic (Infantry)	Good	Good	MP40, Shotgun, Grenade
German Warlord, Troop	Average	Good	MP40, Shotgun, Grenade
Scientist	Good	Average	MP40, Pistol
Armored Trooper	Poor	Good	MP40, Shotgun, Grenade
Warlord's Troop	Good	Good	MP40, Shotgun, Shotgun, Grenade
Demo Troops	Good	Poor	MP40, Pistol
Police Officer (PC)	Good	Good	MP40, Shotgun, Shotgun, Grenade

Going for the good wounds...

Put them down for good: When shooting your enemies, you have to keep in mind that where you shoot them will determine how much damage they sustain. What is the optimal shot? Check out this chart for details.

Head Shot: The best shot you can take is just slightly above their neck. Otherwise you'll just pop their helmets off and alert them.

Stunning: Shooting the limbs or groin of a soldier will often give them pause. This is useful when a Grenade is nearby.



Special Feature: Warning: The 10th chapter, you can earn a bonus. To do this, you'll need to complete the chapter in a single playthrough, or new chapter. If all of the chapters are completed this way, however, there is a few that you cannot earn. Keep an eye on the game for more on this feature.

CAPTAIN'S: Input this before you begin a game. With it, you won't hold enemy between levels. It's named after a certain military consultant who's tougher than a can of milk. If you complete the game with this code, it'll open the way to more secrets.

DEATHMODE: Activates the "Kitty" Multiplayer Powerups cheat on the menu. **SPEEDUP:** This unlocks the "American Movie Mode" on the cheat menu. **WINDYMODE:** Type this in and open up Winston Churchill in the multiplayer mode! **SHOOTMAN:** Type this in to open up Col. Walker in multiplayer.



Multiplayer

The Fun Ain't Over Yet: Playing against a human is completely different from fighting against the computer. You must constantly keep moving at all times. Use the shoulder buttons to strafe and dodge shots.

Powerful Multiplayer Weapons: The effectiveness of some weapons changes in this mode. While it will take several Machine Gun or Pistol shots to kill a man, other weapons will prove far more useful. If you can keep your distance and aim for the head, the Sniper Rifle can kill with a single hit. Grenades are effective, and so is the Bazooka. This mode is very much a deadly game of hide and seek. It's a lot of fun.



Name: Follow Your Nose

How to Open: Default

Playing Tips: The simplicity of this map makes strafing and Grenades (if chosen) your best bet for survival.



Name: Site Setting

How to Open: 3 Excellent—Mission 7

Playing Tips: Stay out of the bunker. It's a death trap. You can hide under the missile if you duck underneath.



Name: Trouble Shooting

How to Open: Default

Playing Tips: Memorize this maze, or you'll get lost. Grenades tossed around blind corners work well. Use the radar.



Playing against a human is a lot more intense than the CPU.



Name: Castle Von Trapped

How to Open: Default

Playing Tips: This level is easy to get lost in. Use the courtyard as an ambush zone to get the most kills.



Name: Game Works

How to Open: 1 Excellent—Mission 4

Playing Tips: Stay in the tunnels, otherwise you'll end up in the wide open. Limit your opponent's visibility.



Name: The Short Line

How to Open: Default

Playing Tips: This is a fast-paced game. Get the best firepower and have a showdown in this straightforward level.



Name: Tail of 2 Cities

How to Open: Default

Playing Tips: This level plays a lot like The Short Line. Use the sniping points to your advantage.



Name: Ernst

How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Egon

How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Muller

How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Panzerknacker

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Otto

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Robbie

How to Obtain: Robbie is one of the default characters available in the multi-player mode.



Name: Ricci

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Wolfgang

How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Winson

How to Obtain: Type in "Firestorm" at the password screen or get one Excellent in Mission 7.



Name: Von Braun

How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Sereva

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Boze

How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



Name: Ull

How to Obtain: Ull is one of the default characters available in the multi-player mode.



Name: Will

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Tella

How to Obtain: Complete the 5th Mission and earn at least one Excellent in one of the segments.



Name: Heinrich

How to Obtain: Heinrich is one of the default characters available in the multi-player mode.



Name: Bismark

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Gantner

How to Obtain: Gantner is one of the default characters available in the multi-player mode.



Name: Helmut

How to Obtain: Helmut is one of the default characters available in the multi-player mode.



Name: Jens

How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Jonas

How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Karl

How to Obtain: Complete the 4th Mission and earn at least one Excellent in one of the segments.



Name: Manfred

How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Jimmy

How to Obtain: Jimmy is one of the default characters available in the multi-player mode.



Name: Jürgen

How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Kurt

How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



Name: Marco

How to Obtain: Marco is one of the default characters available in the multi-player mode.



Name: Noah

How to Obtain: This character will be opened up once you have earned all Excellents in the game.



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TOMB RAIDER THE LAST REVELATION



Move Over Dr. Jones, Lara's Back!

by Greg Sewart
greg.sewart@2d.com

The buxom babe from Britain is back in the latest installment of the immensely popular Tomb Raider series. Toting more firepower and attitude than ever before, Tomb Raider: The Last Revelation promises to be the best adventure yet.

Thankfully, this installment is a return to Lara's roots. You know, back when she really was a "Tomb Raider." Although arcade sequences occasionally find their way into the mix, the lion's share of the game is centered on the exploration of Egyptian tombs.

Another feature of Lara's newest adventure is the chance to catch a glimpse into her childhood; specifically, her training with mentor Werner Von Croy. Wow, it's amazing how the past can come back to haunt you...

Now if only we could teach Zuniha how to pronounce "Lara," all would be right in the world.

database

time to complete	40-60 hours
challenge	Hard
most annoying	Morgue beetles
much smoother	Lara's "assets"
best advice	Save often, beat often
also by	Tomb Raider 2-3
system	PlayStation 2-3
publisher	Eidos
developer	Cora
	www.tombraider.com

Lara's Survival Tips



Health Packs

Stay healthy. Much like the need to save frequently, there are a lot of traps and situations Lara faces that are designed to drain her health to the point of near-death. If that isn't reason enough to make use of the copious amounts of Medipacks in the game, we don't know what is.

Did You Know?

OK, sure. You know Lara has a backflip, standing jump, forward jump, and running jump. But did you know that Lara can also edge forward when she jumps straight up? That's right, if you need to reach something that's just a little bit awkward (like a hanging rope or an oddly placed ledge), it's easy to grab it with this technique. Jump straight up and then quickly press forward. Lara will move a couple of inches each time without actually doing a full-fledged forward jump. Very useful!

Weapons & Flares

Lara's arsenal is large and varied in Tomb Raider: The Last Revelation. Of course, she carries her Pistols with unlimited ammo whenever she goes.

Weapon: Uzis

Lara uses the Uzis like she uses her Pistols—with a John Woo two-handed shooting style. As would be expected, the rate of fire is really high with the Uzis, but they eat up Ammo like no one's business. Luckily the programmers were generous in TRA.



Weapon: Shotgun

The Shotgun has an incredibly low rate of fire, but boy is it powerful! This "boom-stick" can take out a croc in two shots. The Shotgun has two types of Ammo: Normal Shot and Wideshot. The Wideshot does less damage, but is easier to use.



Weapon: Revolver

Lara only uses a single Revolver, and although it's more powerful than her Pistols, it's also got a low rate of fire. Luckily, she doesn't have to reload it after every six shots. Pretty talented, eh? This is a good alternative to the Shotgun.



Weapon: Grenade Gun

Regular, Super, or Flash Grenades can all be used with this bad boy. Be careful, though; Lara is not impervious to the blast of her own firepower. Also, the refill rate is slow due to the fact that she has to reload this monster after each shot.



Weapon: Crossbow

A moderately slow, weak weapon. Lara can get Regular, Poison Tipped, or Explosive Tipped arrows for her Crossbow. Oddly enough, the explosions from the latter don't seem to deal any damage whatsoever.



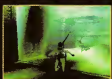
Item: Flares

Flares are like little disposable flashlights that don't take batteries. Much like John Ricciardi, they light up any room they're in. In a pinch, Lara can also use the muzzle flash from any of her firearms to light an area for an instant.



Save Early, Save Often

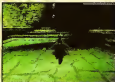
The never-ending quest to find the perfect save-management system in Tomb Raider takes yet another turn with The Last Revelation. Like Tomb Raider II, this episode of the series allows users to save anywhere, at any time. The only caveat, however, is that you're limited to five save games per Memory Card. The trick in Tomb Raider: TLR are largely designed to kill Lara at least once before the player can really figure out how to avoid such an untimely demise. Learn to save often, as there's nothing more frustrating than dying only to discover three or four hours' worth of play time has been lost to the void.



Level One: Angkor Wat

1. That's the most voluptuous 36-year-old we've ever laid eyes on:

Back when Lara was a fresh-faced youth, she studied under the famous Werner Von Croy. The foray into the Angkor Wat level is quite literally a training mission. Just listen to Von Croy and do what he says to finish the level. Oh, and every budding young archaeologist needs to keep her eyes open for any treasures lying around. Don't miss the eight Golden Skulls in the first level. Now for a word of advice. Young Lara goes weaponless, so she should run from any wild beasts she encounters. While Von Croy will tell them for her, Lara is susceptible to a lot of damage if they manage to bite her. The best strategy is actually to keep running to the next part of the level. If Lara manages to trigger the next training/cinematic scene, the wild boars will disappear.



2. Take a quick dip: When Von Croy tells Lara to enter a large pool of water and swim to the other side, check out the small opening almost directly across from her starting point to get both a small and large Medipack.

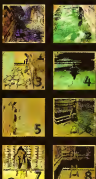
3. Someone call George Lucas: I wonder if he knows that Lara can find a skeleton wearing a brown fedora and sporting a whip? If she looks hard enough around the 6th Golden Skull, looks like that revolver stunt doesn't always work.



4. A legend is born: Ever wonder where our favorite archaeologist got her trademark backpack? Well now you know: off of a dead guy! Kind of disturbing when you think about it. Kind of sexy, too (hey, anything to do with Lara is sexy!).

5. Virtue or heresy? (Boy, who doesn't face that choice on a daily basis? It's too bad we don't all have eight Golden Skulls to help us make the decision. Her possessions will literally decide the path that Lara takes in level 2.)

6. You go first: That's right, Von Croy makes Lara do everything! What the old guy doesn't teach young Lara about swinging on this vine is that she should slide down as far as possible, then hit the sprint button to start swinging towards the opposite ledge. Let go when she's over the far ledge and tap the jump button if she doesn't look like she's going to make the landing.



Golden Skulls

Gotta find 'em all!

The choice between virtue and heresy at the end of the level depends on these eight treasures.

1. To the left of the entrance.
2. In the first bit of water.
3. In the back of the waterfall room.
4. When Lara goes diving.
5. In the courtyard near the exit.
6. To the right of the dead body.
7. Crawl near the backpack area.
8. In the back of the final room.



Level Two: Heretical Race for the Iris

Win at whatever cost:

Now it's on. Von Croy sheds the mantle of mentor and becomes Lara's competition. He may be old, but he's fast and cagey. Not only will he challenge Lara to a race, but he'll also close gates and collapse bridges behind him to keep his student at a disadvantage. The key to beating the aged archaeologist is to stay near him at all times—that way Lara will overtake him while he's busy detonating all of those traps. Oh, and leave it to the bitches at Core to signify the best route in the game with the name "Path of the Heretical." Do well here because the outcome of the race directly affects the ending of the game. Lost time could mean the difference between satisfaction and disappointment.



1. Do a standing jump to clear the first chasm, then a running jump to clear the second one with no problems.
2. A running jump is in order here. Hold the action button to complete the leap successfully.
3. Take the left gate—the right one is locked.
4. Sprint over the bridge before it collapses. Once Lara hits the slope on the opposite side, stand still and jump twice.
5. As Lara approaches the water here, hang a right. Don't

even bother with the pool room.

6. Jump across the water instead of staying on the bridge.
7. If Von Croy gets here before Lara, he'll destroy the bridge. Jump into the water and swim to the next room.
8. Make sure Lara's at full health at the second spike pit.
9. Use the vine if Von Croy has destroyed the bridge.
10. Take the right door instead of falling to the next room. Enter the statue head to finish the level!



Level Two: Virtuoso Race for the Iris

Is Lara really virtuoso? Better hope not. Why? Because the Virtuoso version of the Iris race is a tad harder to win. We guess Lewis might have his good points after all. If Lara missed any Golden Skulls, this is where she'll end up. There are a few more dastardly traps to work around in this alternate race, particularly a couple of jumps that will put a world of hurt on the young Lara should she miss them. Von Croy also seems faster in the Virtuoso Race for the Iris. No matter how fast the future famous archaeologist goes, her old mentor always seems to be a few steps ahead of her.



1. Von Croy closes this gate once he gets through, if Lara finds herself on the wrong side of it, just climb up the vines to the left to continue the race.

2. The old fellow will run around this hole, so cut some seconds off of Lara's ETA by making a running leap and grabbing the opposite wall to take the lead.



3. Watch the skins... urns, ceilings. When the ladder textures appear, hop up and start to swing across the chasm. Von Croy is faster than Lara at this, so get a good lead beforehand.

4. This is a truly cinematic moment because the door at the end of the bridge is slowly dropping. Dash and roll. If she misses, Lara can push the switch on the right wall to open the door.

Level Three: The Tomb of Seth

We'd say the years have been a little bit more than kind:

Fast forward. The older, curvier and more experienced Lara Croft enters the ancient Tomb of Seth with one of her infamous "guides." If Indiana Jones has taught us anything, it's never throw the gold idol to the shifty native. Anyway, we're back to good old school Tomb Raider style play here, so follow the map and keep an eye out for the following points. Remember two things: guns can be a quick and practical flare substitute, and Lara's guide will open multiple doors for her. Be sure to wait up for him all the time.



1 Grab this rope and swing to that door in the distance. Now is a good time to practice that jumping technique we talked about on the first page. Be wary, though, Lara's just entered what is one of the most difficult and annoying secret areas in the game. Anyone with a low threshold for aggravating puzzles may want to skip the area altogether, as the treasure there isn't all that important.



3 Only fools rush in, Matt Perry knew it. Sakara Hayek knew it; Lara would do well to learn it, too. Rather than going straight for the prize, Lara should wait for her trusty guide. The man with the torch somehow knows how to set off this particularly nasty looking blade trap before actually stepping on the pressure pad. Once that's done, Lara's free to climb the stairs and grab the second half of the Eye of Horus.



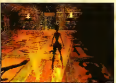
5 When the guide goes left here, hang a right for a Medibook and to gain entrance to the next room. It's up to Lara to open that locked gate for her brainless companion. Exit the room to the right and go up to the switch in the room directly above the area Lara was just in. Pull it. Watch the guide set the pool of liquid on fire, and get ready to tackle one of the first real puzzles in Tomb Raider: The Last Revelation.



2 The first thing Lara has to contend with is the circulating blade. Watch it for a while to get the timing down, and then try to jump up to the platform on the right of the entrance. Eventually, Lara needs to work her way to the top, slide down the opposite side, and jump to a far platform. There are a few dogs to contend with, but there's also a lot of secrets for any adventurer with the determination to work for them.



4 Now it's time to combine those shiny Egyptian relics to form the Eye of Horus and gain access to the rest of the level. Once the door's open, two dogs will attack Lara. Don't worry about taking care of the guide; it seems he's quite handy with that torch, as one swipe will take out a dog. It's up to Lara to fend for herself, though. After this, it's on to the huge main chamber.



6 The lake of fire triggers the puzzle. Jump from one tile to the other, being careful not to touch any other tiles. Screw up and the room will become impossible to complete—Lara will have to run downstairs, pull a switch, and start over. If she's doing the puzzle right, the torches on the other side of the room will light up one by one, eventually opening the door and giving up the Sands of Time. Now go back to the the main chamber.



7 Some ancient hieroglyphs scare the crap out of Lara's counterpart. He runs away from them like Jim Mazurek does from the sound of a speeding bus. Lara's not as easy to frighten, though. Continue through the door and place the Sands of Time in the statue's outstretched hands. Now Lara can return to the main chamber. Climb into the mouth of the huge head in the wall and—voilà—the first "real" TLR level is behind her.





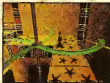
Level Four: The Burial Chamber

Ancient curses are for sissies:

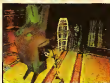
Now that her useless guide has fled, Lara can get back to what she does best: avoiding ancient death traps and defying historical artifacts. The burial chamber holds the Amulet of Horus; Lara needs to be wary of a few spike traps during the journey and pass a gravity-defying puzzle to escape. Of course, that's just when things start to get interesting...



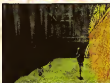
1 Getting the Hand of Orion can be sticky business. Jump to the left immediately after Lara picks it up to avoid being ventilated. Down the subsequent hallway are two more spike traps, but they're not your typical "pit full of spikes" nastiness. Instead, they're two rings that surround the passage and shoot out spikes at regular intervals. Walk Lara up as close as possible to them and time it so that she dashes right after they retract.



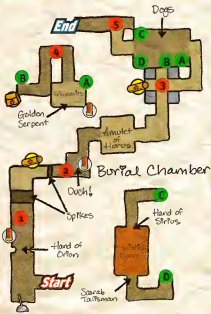
2 This looks like the security checkpoint at Canadian Customs. After placing the Hand of Orion in its wall socket, Lara will need to jump across these platforms. Whenever a blade approaches, be sure to jump straight up to avoid taking too much damage.



3 Push the big statue to the red floor tile. Now Lara should attack the mummy on the right of the room to make it move, opening the next doorway. Don't try to kill the undead creature shuffling towards her since... well, it's undead. Now it's off to a large, natural cave. Find the stone stairway leading to a ladder. Lara needs to find two artifacts in this area to finish the Burial Chamber level. One is up the ladder to the east, and the other is in the twisting room.



4 After picking up the Golden Serpent, Lara will need to drop into a room filling with sand and dash to the far left before being impaled on the spikes above. Be sure to heal up no matter what; Lara will probably take at least some damage from this dastardly contraption.



5 When placed in the walls here, the Scarab Tabletman and Golden Serpent will fill the room with sand and lead Lara to freedom. Watch out for that one restless soul who'll attempt to harm our adventurous wren on the ride up. Remember, the mummies can't be destroyed, just avoided. Just follow the light to the end of the tunnel to finish the Burial Chamber.

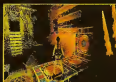
The Twisting Room



1 That switch on the ledge above is Lara's first goal here. Once it's been pulled, she needs to head back towards the entrance and the newly opened room right below it. Inside, Lara will find another switch—activating it will cause the entire main room to twist to its side. Jump out of the small room back into the main chamber to continue the process of getting the Scarab Tabletman.



2 Drop down this hole and remember what Yan Cui taught Lara about long falls. Below, Lara will find the Hand of Sirius. Like the similar artifact at the beginning of this level, it's a key. Now go back into the main chamber. High up as one will there will be another room with a switch in it. Lara needs to work her way up the wall and jump to it. Pulling the switch will rotate the main chamber a second time.



3 It might be a good time to mention that there are spikes everywhere on the walls and floors. Each time the room rotates, be sure to take notice of their new positioning. After the second rotation, Lara should work her way up to this keyhole on the wall. Placing the Hand of Sirius into the keyhole will cause a rope to drop down from the ceiling, giving Lara access to the room at the far end of the hall.



4 Finally, the Scarab Tabletman is within reach. Make like Tarzan and swing across to the doorway. Remember, lower Lara as far as she can go on the rope and then hit the spirit button to swing across (use jump for some extra distance when she lets go of the rope). Once she's picked up the Scarab Tabletman, Lara has a short jog back down to the cave.



Level Five: Valley of the Kings

Put the pedal to the metal:

See? Those guides are just not to be trusted! Out of nowhere, that coward returns to steal Lara's new toy. Lara has to fight seven henchmen—the last of which will drop the keys to the little blue jeep parked in the distance. Before giving chase, check the small cave full of goodies in the southeast corner of the battlefield. Now jump in and chase down that thief. Look out, he likes to throw grenades at our heroine.



Road Kill!

Drive right over the machine-gun-toting baddies as they try to block the road. Biggy-bam, one less worry for Lara.



Do it like you would be proud:

Avoid the first land bridge and jump the gap. Dukes of Hazard-style. Too bad that jeep doesn't have the cool horn.



Take it slow:

Careful—one wrong move on this final bridge could spell disaster for Lara.



Level Six: KV5



1. Be aware of your surroundings:

The chase continues. Those thriving guides just never quit. The stream of grenades remains strong, but there are actually a few puzzles and traps lying in wait as well. Before starting the chase, get out of the jeep and search for cozy



2. Stupid henchmen in precarious places:

Take out these bops by running through the support beams of the scaffolding. If Lara's feeling particularly nasty, she can drop the jeep into reverse and back over them. There's nothing more satisfying in this game...



3. Lots of ammo in them dunes:

Just before Lara reaches the village, there's a stone outcropping on the right. Stop the jeep and crawl into the hole up there for some ammo. Then, get back in the jeep, drive into the village, and take out another goon on the scaffolding.



4. Every town needs a swinging rope:

Check out the area below the catwalk and beside the gate for treasure. After finding her way to the top catwalk, Lara needs to swing across the gap to reach the switch to the gate. Remember all of our handy vine-swinging advice?



5. Tricky switch:

This switch is easy to miss. Lara needs to jump from below the switch and hold down the action key to activate it. Once this is done, it's back into the jeep again in order to continue the chase. Careful, there's a nasty trap coming up.



6. Balls of steel:

On this slope, spiked balls will roll down towards Lara as she approaches. Drive left, then right, then left again. If she takes this turn at full throttle, she should only have to deal with three of the rolling balls of pain.



7. No spice in these dunes:

Although pits are normally best avoided, this particular one hides a small treasure trove about halfway down its "natural ladder." Once that's done and Lara enters the desert, be wary of pits hiding in between the sand dunes.



8. And for my next stunt...

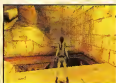
After avoiding pits, rolling spiked balls, and gun-toting Egyptians, what better way is there to end the level than with a leap from behind a particularly large dune? Ever Krievel, eat your heart out!



Level Eight: Temple of Karnak

All good adventurers finish what they start:

Starting to realize what she may have unleashed on the world, Lara sets out to right her wrongs—and also to do away with an irritating acquaintance from her past. The Temple of Karnak doesn't have a lot of traps to worry about, but there are some nasty scorpions roaming the grounds, if Lara gets stung, use a Medipack to combat the poison. Otherwise, follow this map to the end, but be forewarned, Lara will be returning to the temple soon.



1 The three chambers to the south not only have hidden items above the walls between each room, but they also hide the entrance to a completely new hallway. Looka booty down there!



2 The camera gives Lara a hint as to where she needs to go next. Climb up this rock to reach the door to the first Canopic jar. Too bad not all the levels in the game give these little hints, eh?

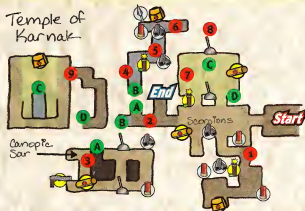


3 Any archaeologist worth her salt knows to check every possible camera angle—it's in the manual. Hold Lara up out of the air pocket to find some ammo and flares.



4 The switch opens the far door. Press the button in the newly opened room. The bowl in the center of the large chamber will descend. Lower Lara into the hole rather than jumping in.

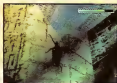
Temple of Karnak



5 Once she's up there, Lara needs to hit the two switches at either end of the middle catwalk. This will unlock the door to the first Canopic jar, part one of a multi-level puzzle.



6 After getting the Canopic jar, drop back down to the lower chamber and go for a swim. When Lara reaches this door, just press the action button to pry it open.



7 Find this crack a little further down the waterway. Swim through for even more booty. Again, make sure Lara's air supply is good or she'll surely drown. The crack is unforgiving and narrow.



8 This room contains two empty "pools" and a staircase down to the center. Above each pool, it's possible for Lara to grab the ceiling and shimmy across to the switch on the other side.



9 Show the Canopic jar into one of the statues and find this crawlspace. Just jump and end crawl back to the last door Lara saw opening to kick the Temple of Karnak.



Level Nine: The Great Hypostyle Hall

Can you say "Miller"?:

This is but a taste of things to come, young Miss Croft... Although the initial foray into the Great Hypostyle Hall is literally a two minute trip, Lara will be returning here very soon to finish up the entire level. Search the first chamber thoroughly, as well as the catwalks above the second room. Finally, when Lara comes to a choice between two passages (far right picture), take the passage to the right.



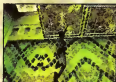
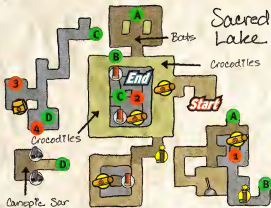
Level Ten: Sacred Lake

The swimming pool from hell:

Remember that second Canopic Jar Lara needs? The Sacred Lake is its home, not to mention the home of countless bats, scorpions, and an extended family of crocodiles. Lara's Shotgun takes out most wily crocs in two blasts—keep that in mind as she's running around the shores of the lake.



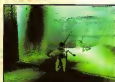
1 Slide down the slope below, jump at the last second and grab the pole. After climbing a bit, Lara needs to do a backflip onto the next pole to the right. Climb that a while longer and then backflip to the platform near the top. Directly behind Lara is a crawlspace. Go through it and pull the big switch in the next room, now the chamber in the middle of the lake will be opened, as well as setting free a couple of crocodiles that were trapped inside.



2 Upon pulling the switch in the area described above, Lara needs to make her way back to the room in the middle of the lake itself. Deal with the crocodiles and swim under the overhang on the eastern end of the room to find a switch (Lara needs to be submerged to pull it). The trap door in the middle of the room will then open. Take a deep breath and plunge into the depths of the cavern. The corridor Lara has to navigate is tight and has more than its fair share of twists. For that reason, after forcing open the door right at the beginning of the passage, resurface for an instant before tackling the whole level. Drowning is a very real danger here.



3 Breathing is a pretty important aspect of living—dam near required, really. After navigating the watery caverns through here, Lara will be running pretty low on air. Rather than going directly to the final room (which will be a total pain in the butt, by the way), go right and up the small Incline. What awaits is a very welcome air pocket, not to mention a large Medipack. Not only is the air pocket a godsend for Lara, but it may very well save her polygonal rear end a few times while she tries to figure out the puzzle in the next room. If for some reason there's a problem finding the exit, do not forget that Lara can always fall back to this point in order to breathe.



4 This is what will probably go down in history as the single most annoying puzzle in any Tomb Raider game—nay, any game in history, ever. Upon entering the room Lara won't see an exit anywhere. However, the far wall is a huge mirror. How look very closely in at upper left corner. See that hole? That's right, there's actually an exit back there. Take a guess at approximately where the hole is behind Lara and swim into the ceiling. Even though there are rock textures over it, if Lara hits the right point, she'll surface in the room with the second Canopic Jar. Be thankful. We had to go through extensive therapy after dealing with this annoying room the first time we played.

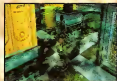
Level Eleven: The Temple of Karnak

Another party at Karnak's place:

Here's where that second bottle of mummified organs gets put to some good use. Not that a bottle of mummified organs isn't put to good use no matter what it's doing...but anyway, it's surprising the kind of magical—almost biblical—effect the two Canopic jars have on the river behind the statues. Crossing the river and getting both the Sun Goddess and the Hypostyle Key (guess where that one's used!) is the ultimate goal here.



1 Remember that puzzle Lara begins to solve with the first Canopic jar? Well, now it's time for her to put that second bottle of mummified organs to good use by placing it in the opposite statue. Mmm...mummified organs...



2 Placing the second Canopic jar in the other statue will have an interesting effect. That's right, Lara can now walk on water. Simply run to the back wall behind the statue to find the exit to the river room.



3 The lake is brimming with crocodiles. Use the Shotgun to destroy them. That duct under the water on the far wall is where Lara eventually needs to go. There's a switch back there that'll uncover two very important treasures.



4 There we go, the Sun Goddess and Hypostyle Key are now in the possession of our favorite busty bint. Maybe it's just me, but shouldn't Lara know better than to mess with these ancient Egyptian artifacts by now?



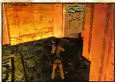
5 This picture's only been included because I think it's so frickin' cool looking. There's nothing quite so ominous as electricity dancing between the tops of two stone obelisks. Don't spend too much time gawking, though.



6 Now it's a matter of finding this crawlspace back in the statue room and re-entering the old section of the level. The layout of that area should be familiar by now. If there are any problems, just refer back to our original map.



7 Surprise! There are henchmen roaming the Temple now, and all are intent on stopping Lara. The thing is, though, that your average henchman doesn't agree too well with Shotgun or Pistol fire. Stay healthy!



8 Lara needs to make her way to this point. All you game players out there should recognize it by now: the entrance to the Great Hypostyle Hall. Time to go back there and make use of Lara's newly acquired key.



Level Twelve: The Great Hypostyle Hall

It's like déjà vu all over again:

Welcome back to the Great Hypostyle Hall! Don't worry, this place holds the final artifact Lara needs to escape this huge complex. Let's begin, shall we?



1 These guys must use the Force or something. The key to beating them is to have Lara fire until they start deflecting shots with their blades. Now roll, facing the opposite direction, listen closely for the sound of the blade retracting. Do another quick roll, which should cause Lara to face her adversary once more. As soon as she takes aim, open up on the enemy because they'll immediately start to bring out their blades again. Each one of these jokers should take about three Shotgun rounds to destroy.

The Great Hypostyle Hall



MORE TO COME!

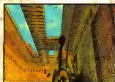
This game is frickin' huge! Sorry we couldn't take you further along, but we've only got so many pages to work with, ya know? Check back for more next month, when our Last Revelation coverage continues!



2 The last time Lara was in this room, she took the right-hand path. This time it's the left corridor that's the sweet spot. Get over there and crawl through. Don't worry, Lara's run-ins with those henchmen are over for a little while.



3 Here's where the Hypostyle key goes. When the door opens, be ready to take on a few more of those blade-wielding fools. They can be a real pain in the relatively confined quarters of the inner hall, but Lara has the firepower to win.



4 Lara needs to shimmy across the area above to the switch in the distance. After that, she needs to get into the previous room along the ceiling. Be sure to hold the action button as you drop from the final section in the next room.



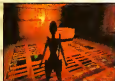
5 Shoot the big stone sphere to create a new exit in the floor. When Lara wants to get back down to the ground level, be sure to lower her down—simply jumping off the edge is a good way to come down with a slight case of death.



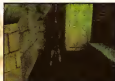
6 Here's the exit Lara created. Funny how dropping a huge stone into the floor would be the key to opening up an entirely new part of the level, eh? Just jump right down there; it's not a long fall this time around.



7 Run past the room on the left for now. Find this ladder and climb up to the next level to activate the mechanism in the room you just ignored. Use the jumping technique described on the first page if getting on the ladder is a problem.



8 All of these toilet-bowl-lookin' things have a handle on one side. The key to this puzzle is to make sure all handles are pointing "away." When it's time to leave, make sure to climb back down—don't jump. And wash after you flush!



9 Pull this switch and watch the spectacular light show that ensues. When it's all over, Lara will have obtained the Sun Disk. Find the hole that formed on the far side of the room to enter the Sacred Lake for the second, and final time.

Here's what readers are saying about

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January 2000

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XG STRATEGY



The People's Moves & Finishers

by Todd Zuniga
todd_zuniga@td.com

How one of the most ridiculous and over-the-top "sports" has managed to captivate public interest for so long is beyond me. Rehearsed and exciting, scintillating and scripted, pro wrestling has stolen the affections of almost every age group. A constant and surreal storyline leaves us wondering if we are watching a sport or merely a prime-time soap opera with gorilla-sized men who are more than happy to use metal chairs and bats as a way to shock and delight fans.

Wrestling's success has earned itself a seemingly permanent spot in the video game world, and THQ's *WrestleMania 2000* is one of the best digital brawlers to date. It captures the intensity and the anything-can-happen mentality of the WWF, and the gameplay is fresh and quick. I leave you with some tips, some tricks, and some moves.

database

time to complete 35 hours
 easiest finisher Road Dogg's Bub
 biggest jabroni Chaz
 best advice Set up big moves with smaller ones
 also try spin moves
 publisher THQ
 developer Atomic
 www.thq.com



Offensive Tactics

1. Slip in the Face: Always start off with a couple of quick slaps to the goad. Since all of your brainiest opponents also read XG, you'll also have to get accustomed to blocking. Once you're getting unloaded on by some quick hits, interrupt with a block then a quick punch in the neck.

2. Slide Your Times: There's no shame in simple slams and snapmares. They're easy to pull off from a weak grapple, and they'll set up big moves later on. Don't be overzealous. Wait to really put on a serious pounding with a neckbreaker or a side-splash.

3. Know Your Moves, Jabroni: There's nothing worse than getting a strong grapple on your opponent and then trying to pin him with a small package early in a match. Figure out three solid opponent-specific moves to use. It may not always be pretty—and your friends might gripe—but a win is a win.

4. Layin' the Snack Down: If you're razzin' a coward who runs out of the ring to get his wits about him, there are two options. Either run after him or twist away on your Analog Stick to build up your Attitude Meter. Once your Attitude is high, chase after the knucklehead. More damage is done outside the ring, and if blood is on, it'll start spewin'.



Defensive Tactics

1. Blockhead: When your opponent is flailing away, punching you in the head, slapping you in the throat, etc., there's only one defense: the block button. There's only a tiny window of opportunity to interrupt a punching attack, but it can be done. As soon as you see your opponent wind up for a punch, quickly tap the block button and counter with a punch of your own. Like I said, the window is small, but it's a necessity against a fist-throwing joker.

2. The Best Defense: Sometimes there's nothing more effective in the world of saving your own rump than throwing down. Don't always rely on blocking. Sometimes you need to bear a hearing with someone, so just jam on the punch button like you're playing Track & Field. Make them play defense.

3. Having No Shame: There are times in a man's life when running is the right decision. If your opponent is really takin' it to ya, try jumping out of the ring and running around a bit.

4. Below the Belt: Once you've been tossed to the canvas, hold down the right shoulder button. Instead of standing up into a flurry of punches, your wrestler will stay crouched down. If you tap B, you'll give a ringing groin punch to your unsuspecting opponent. If you hit A, you'll get a weak grapple. Try to wait and surprise your opponent with these moves.

Givin' 'Em Attitude

The greatest part of *WrestleMania 2000* is the finishing moves of each wrestler. They're not essential for victory, but late in a match they become paramount. The best strategy is to use a lame move to get your opponent to the canvas. As soon as he's down, hold it to pick him up. If he's stunned, so give him a strong grapple and use the finisher. You should have time to get two

finishers off per Attitude session. If you're quick, your opponent might run or be aggressive, so before tapping the Analog, get him into a vulnerable position. Remember, you'll have a special move if you grapple from behind, and some superstars can go to the top rope.

Building Attitude:

1. Keep in mind that if you achieve a

wide variety of moves, your Attitude meter will skyrocket.

2. There are four taunts—three of which will help you be the most Attitude-wielding he-man on the block. Tap the Analog Up, Down, or while climbing to the top rope. The fourth taunt comes once your Attitude Meter is flashing and you're ready to put a finishing move on a wobbly-kneed clump.

The Unlockable Characters

WrestleMania 2000 had some unique characters that aren't immediately available. Here they are, and here's how to get 'em.

- **Dude Love:** Win King of Ring and be part of the main event at SummerSlam. Dude Love comes out at the end.
- **Stephanie McMahon:** Play as best for the first month and a half of Road to WrestleMania and she'll accompany you.
- **Paul Beemer:** Play as Undertaker for the first month and a half of Road to WrestleMania and he'll accompany you.

- **Cactus Jack:** Win Hardcore Belt, then beat him.
- **Jerry Lawler & Jim Ross:** The two WWF announcers join your list of wrestlers once you've made it to *WrestleMania*.
- **Shawn Michaels:** Win the Royal Rumble and earn a title shot at *WrestleMania*. Once you win the title, Shawn Michaels will challenge you. Beat him to unlock him.



Stone Cold



Weak Grapple

- or or + A: Snapmare
- or or + B: Shoulder Charge
- + A: Face Wake
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Face Slap

Strong Grapple

- or or + A: Headlock
- Takedown
- + A: Standing Clothesline
- + A: Flipover Suplex
- + A: Chin Crusher
- + B: Armbreaker
- + B: Reverse Atomic Drop
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Stone Cold Stunner

The Rock



Weak Grapple

- or or + A: Snapmare
- or or + B: Headlock
- Takedown
- + A: Face Rake
- + A: Body Slam
- + B: Suplex
- + B: Shoulder Breaker

Strong Grapple

- or or + A: Side Suplex
- or or + B: Powerslam
- + A: Spinning Neckbreaker
- + A: Small Package Pin
- + B: Superplex
- + B: DDT
- B + A: Headlock & Punch

From the Top Rope

- Opponent Up: Knee Drop
- Opponent Down: Double Axe Handle



Finisher:
Rock Bottom

Triple H



Weak Grapple

- or or + A: Snapmare
- or or + B: Neckbreaker
- + A: Elbow to Neck
- + A: Body Slam
- + B: Suplex
- + B: Knees to Face
- B + A: Face Punch

Strong Grapple

- or or + A: Headlock
- or or + B: Forward Suplex
- + A: Throat Drop on Ropes
- + A: Small Package Pin
- + B: Superplex
- + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Knee to Face
- Opponent Down: Knee Drop



Finisher:
Pedigree

Meat



Weak Grapple

- or or + A: Forearm Smash
- or or + B: Tiger Scissors
- + A: Headbutt
- + A: Body Slam
- + B: Suplex
- + B: Armbar
- B + A: Face Punch

Strong Grapple

- or or + A: Russian Leg Sweep
- or or + B: Armbreaker
- + A: Hip Roll Clutch Pin
- + B: Small Package Pin
- + B: Humanciana Pin
- + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Body Press
- Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

The Undertaker



Weak Grapple

- or or + A: Forearm Smash
- or or + B: Throat Kick
- + A: Headbutt
- + A: Body Slam
- + B: Suplex
- + B: Russian Leg Sweep
- B + A: Shoulder Charge

Strong Grapple

- or or + A: Press Slam
- or or + B: Standing Lariat
- + A: Throat Drop on Ropes
- + A: Chokehold
- + B: Chokeslam
- + B: Powerbomb
- B + A: Big Headbutt

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Knee Drop



Finisher:
Undertaker's Tombstone

Mr. Ass



Weak Grapple

- or or + A: Snapmare
- or or + B: Armbar
- + A: Forearm Smash
- + A: Face Punch
- + B: Neckbreaker
- + B: Piledriver
- B + A: Face Punch

Strong Grapple

- or or + A: Russian Leg Sweep
- or or + B: Power Slam
- + A: Press Slam
- + A: Shoulder Charges
- + B: Superplex
- + B: Drop Slam
- B + A: Shoulder Charges

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Knee Drop



Finisher:
Fame Asser

Road Dogg



Weak Grapple

- or or + A: Forearm Smash
- or or + B: Headlock
- Takedown
- + A: Headlock
- + A: Armbar Takedown
- + B: Snap Suplex
- + B: Piledriver
- B + A: Face Punch

Strong Grapple

- or or + A: Shoulder Charge
- or or + B: Big Headbutt
- + A: Forward Suplex
- + A: Backslide Pin
- + B: Reverse Atomic Drop
- + B: Snap DDT
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Knee Drop



Finisher:
3-Punch Combo

X-Pac



Weak Grapple

- or or + A: Chest Chop
- or or + B: Throat Kick
- + A: Face Punch
- + A: Snapmare
- + B: Snap Suplex
- + B: Piledriver
- B + A: Face Punch

Strong Grapple

- or or + A: Neckbreaker
- or or + B: Sunset Flip Pin
- + A: Humanciana
- + A: Headlock
- + B: Rolling Clutch Pin
- + B: Knee to Face
- B + A: Headlock

From the Top Rope

- Opponent Up: Dripkick
- Opponent Down: Leg Drop



Finisher:
Bronco Buster

Kane



Weak Grapple

- or or + A: Knee to Gut
- or or + B: Headlock
- Takedown
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Shoulderbreaker
- B + A: Headbutt

Strong Grapple

- or or + A: Chokehold
- or or + B: Standing Clothesline
- + A: Press Slam
- + A: Spinning Powerslam
- + B: Chokeslam
- + B: Powerslam
- B + A: Powerslam

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Elbow Drop



Finisher:
Kane's Tombstone

Big Show



Weak Grapple

- or or + A: Face Punch
- or or + B: Back Slam
- + A: Headbutt
- + A: Knee Lift
- + B: Suplex Slam
- + B: Backbreaker
- B + A: Forearm Smash

Strong Grapple

- or or + A: Throat Drop on Ropes
- or or + B: Standing Lariat
- + A: Press Slam
- + A: Shoulderbreaker
- + B: Chokehold
- + B: Falling Piledriver
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Choke Slam

Y2 Jericho



Weak Grapple

- or or + A: Snapmare
- or or + B: Double Underhook Suplex
- + A: Forearm Smash
- + A: Body Slam
- + B: Snap Suplex
- + B: Jawbreaker
- B + A: Face Rake

Strong Grapple

- or or + A: Running Knee Strike
- or or + B: Double Underhook Flip Suplex
- + A: Back Body Flip
- + A: Small Package Pin
- + B: Suplex
- + B: Reverse Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Drop Kick
- Opponent Down: Body Press



Finisher:
Triple Powerbomb

Ken Shamrock



Weak Grapple

- or or + A: Snapmare
- or or + B: Throat Kick
- + A: Fireman's Carry
- + A: Body Slam
- + B: Snap Suplex
- + B: Russian Leg Sweep
- B + A: Knee to Face

Strong Grapple

- or or + A: Northern Lights Suplex
- or or + B: Bearhug Slam
- + A: Ropes to Throat
- + A: Small Package Pin
- + B: Hurricanana Pin
- + B: Rolling Leg Lock
- B + A: DDT

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Fisherman's Suplex

Val Venis



Weak Grapple

- or or + A: Snapmare
- or or + B: Double Underhook Suplex
- + A: Elbow to Neck
- + A: Body Slam
- + B: Snap Suplex
- + B: Russian Leg Sweep
- B + A: Face Punch

Strong Grapple

- or or + A: Headlock
- or or + B: Snap DDT
- + A: Headlock
- + A: Headlock
- + B: Suplex
- + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Body Splash



Finisher:
Blue Thunder Pin

The Godfather



Weak Grapple

- or or + A: Forearm Smash
- or or + B: Throat Kick
- + A: Elbow Smash
- + A: Body Slam
- + B: Suplex
- + B: Powerslam
- B + A: Face Punch

Strong Grapple

- or or + A: Headlock
- or or + B: Standing Lariat
- + A: Throat Drop on Ropes
- + A: Backslide Pin
- + B: Suplex
- + B: Powerslam
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Pimp Drop

D'Lo Brown



Weak Grapple

- or or + A: Snapmare
- or or + B: Armbar
- + A: Elbow to Neck
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Face Punch

Strong Grapple

- or or + A: Fallaway Slam
- or or + B: DDT
- + A: Throat Drop on Ropes
- + A: Small Package Pin
- + B: Sambo Suplex
- + B: Running Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Dropkick
- Opponent Down: Flipover Body Splash



Finisher:
Lo' Down

Jeff Jarrett



Weak Grapple

- or or + A: Snapmare
- or or + B: Neckbreaker
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- or or + A: Fallaway Slam
- or or + B: Standing Lariat
- + A: Back Body Flip
- + A: Backslide Pin
- + B: Suplex
- + B: Double Underhook DDT
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Jarrett Face Buster

Test



Weak Grapple

- or or + A: Face Punch
- or or + B: Neckbreaker
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Elbow to Neck

Strong Grapple

- or or + A: Russian Leg Sweep
- or or + B: DDT
- + A: Small Package Pin
- + A: Ropes to Throat
- + B: Fireman's Carry Slam
- + B: Powerslam Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Diving Powerbomb

Big Bossman



Weak Grapple

- or or + A: Headbutt
- or or + B: Neckbreaker
- + A: Knee to Face
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Face Rake

Strong Grapple

- or or + A: Double Underhook Suplex
- or or + B: Backbreaker
- + A: Ropes to Throat
- + A: Small Package Pin
- + B: Two-handed Chokehold
- + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Body Splash



Finisher:
Bearhug

Farooq



Weak Grapple

- or or + A: Snapmare
- or or + B: Backbreaker
- + A: Double Axe Handle
- + A: Body Slam
- + B: Drop Suplex
- + B: Jawbreaker
- B + A: Elbow to Neck

Strong Grapple

- or or + A: Back Body Flip
- or or + B: Armbar
- + A: Body Press Slam
- + A: Small Package Pin
- + B: Front Suplex
- + B: Powerbomb
- B + A: Headlock

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Elbow Drop



Finisher:
Dominator

Bradshaw



Weak Grapple

- or or + A: Face Punch
- or or + B: Springing Neckbreaker
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Face Rake

Strong Grapple

- or or + A: Power Fallaway Slam
- or or + B: Standing Lariat
- + A: Chops to Neck
- + A: Small Package Pin
- + B: Reverse Atomic Drop
- + B: Powerbomb
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Elbow Drop



Finisher:
Strong Lariat

Sexual Chocolate



Weak Grapple

- ♦ or ♦ ♦ + A: Knee to Face
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Axe Handle Smash
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Powerslam
- B + A: Forearm Smash

Strong Grapple

- ♦ or ♦ ♦ + A: Goudbuster
- ♦ or ♦ ♦ + B: Standing Lariat
- ♦ + A: Body Press Slam
- ♦ + A: Small Package Pin
- ♦ + B: Suplex
- ♦ + B: Powerslam
- B + A: Russian Leg Sweep

From the Top Rope

None



Finisher:
Bearhug

Edge



Weak Grapple

- ♦ or ♦ ♦ + A: Knee to Face
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Elbow to Neck
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Samba Suplex
- ♦ or ♦ ♦ + B: Superkick
- ♦ + A: Belly to Belly Suplex
- ♦ + A: Small Package Pin
- ♦ + B: Homicannna Pin
- ♦ + B: Northern Lights Suplex
- B + A: Headlock

From the Top Rope

Opponent Up: Dropkick
Opponent Down: Body Splash



Finisher:
Downward Spiral

Christian



Weak Grapple

- ♦ or ♦ ♦ + A: Arm Drag
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Elbow to Neck
- ♦ + A: Body Slam
- ♦ + B: Drop Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Samba Suplex
- ♦ or ♦ ♦ + B: Superkick
- ♦ + A: Belly to Belly Suplex
- ♦ + A: Small Package Pin
- ♦ + B: Homicannna Pin
- ♦ + B: Northern Lights Suplex
- B + A: Shoulder Charges

From the Top Rope

Opponent Up: Dropkick
Opponent Down: Knee Drop



Finisher:
Powerbomb Pin w/Bridge

Gangrel



Weak Grapple

- ♦ or ♦ ♦ + A: Snapmare
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Face Punch
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Face Rake

Strong Grapple

- ♦ or ♦ ♦ + A: Double Underhook Belly to Belly Suplex
- ♦ or ♦ ♦ + B: Big Headbutt
- ♦ + A: Throat on Ropes
- ♦ + A: Small Package Pin
- ♦ + B: Armbreaker
- ♦ + B: Double Underhook Flip Suplex with Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Body Press
Opponent Down: Body Drop



Finisher:
Inverted DDT

Al Snow



Weak Grapple

- ♦ or ♦ ♦ + A: Knee Lift
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Face Punch
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Axe Handle Smash

Strong Grapple

- ♦ or ♦ ♦ + A: Shoulder Charge
- ♦ or ♦ ♦ + B: Snow Trapping Headbust
- ♦ + A: Back Body Flip
- ♦ + A: Backslide Pin
- ♦ + B: Suplex
- ♦ + B: Snap Powerbomb
- B + A: Headlock

From the Top Rope

Opponent Up: Body Splash
Opponent Down: Leg Drop



Finisher:
Snowplow

Hardcore Holly



Weak Grapple

- ♦ or ♦ ♦ + A: Snapmare
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Forearm Smash
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Headlock
- ♦ or ♦ ♦ + B: Powerslam
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Small Package Pin
- ♦ + B: Armbreaker
- ♦ + B: Double Underhook Flip Suplex
- B + A: Headlock

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Elbow Drop



Finisher:
Falcon Arrow

Droz



Weak Grapple

- ♦ or ♦ ♦ + A: Face Rake
- ♦ or ♦ ♦ + B: Armbar
- ♦ + A: Forearm Smash
- ♦ + A: Body Slam
- ♦ + B: Drop Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Hip Toss
- ♦ or ♦ ♦ + B: Headbutt
- ♦ + A: Back Body Flip
- ♦ + A: Small Package Pin
- ♦ + B: Suplex
- ♦ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Shoulder Charge
Opponent Down: Elbow Drop



Finisher:
Falling Powerbomb Pin

Prince Albert



Weak Grapple

- ♦ or ♦ ♦ + A: Forearm Smash
- ♦ or ♦ ♦ + B: Double Underhook Suplex
- ♦ + A: Headbutt
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Russian Leg Sweep
- ♦ or ♦ ♦ + B: Armbreaker
- ♦ + A: Finian's Carry Slam
- ♦ + A: Jawbreaker
- ♦ + B: Chokehold
- ♦ + B: Powerslam
- B + A: Headlock

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Elbow Drop



Finisher:
Body Press to Front Slam

Steve Blackman



Weak Grapple

- ♦ or ♦ ♦ + A: Chop
- ♦ or ♦ ♦ + B: Double Underhook Suplex
- ♦ + A: Elbow to Neck
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Knee to Face
- B + A: Forearm Smash

Strong Grapple

- ♦ or ♦ ♦ + A: Belly to Belly Suplex
- ♦ or ♦ ♦ + B: Throat Kick
- ♦ + A: Back Body Flip
- ♦ + A: Northern Lights Suplex
- ♦ + B: Suplex
- ♦ + B: Arm Dragon Screw
- B + A: Neckbreaker

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Knee Drop



Finisher:
Guillotine Choke

Thrasher



Weak Grapple

- ♦ or ♦ ♦ + A: Forearm Smash
- ♦ or ♦ ♦ + B: Tiger Scissors
- ♦ + A: Headbutt
- ♦ + A: Snapmare
- ♦ + B: Suplex
- ♦ + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ ♦ + A: Russian Leg Sweep
- ♦ or ♦ ♦ + B: Armbreaker
- ♦ + A: Hop Roll Clutch Pin
- ♦ + A: Small Package Pin
- ♦ + B: Homicannna Pin
- ♦ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Clothesline
Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

Chaz



Weak Grapple

- ♦ or ♦ + A: Forearm Smash
- ♦ or ♦ + B: Tiger Scissors
- ♦ + A: Headbutt
- ♦ + A: Snappare
- ♦ + B: Suplex
- ♦ + B: Armbar
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ + A: Russian Leg Sweep
- ♦ or ♦ + B: Armbar
- ♦ + A: Hip Roll Clutch Pin
- ♦ + A: Small Package Pin
- ♦ + B: Hurricanrana Pin
- ♦ + B: Powerbomb Pin
- B + A: Face Punch

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

Mideon



Weak Grapple

- ♦ or ♦ + A: Headbutt
- ♦ or ♦ + B: Neckbreaker
- ♦ + A: Flaw to Neck
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Jawbreaker
- B + A: Face Kick

Strong Grapple

- ♦ or ♦ + A: Back Body Flip
- ♦ or ♦ + B: Armbreaker
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Small Package Pin
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Canadian Backbreaker

Viscera



Weak Grapple

- ♦ or ♦ + A: Face Punch
- ♦ or ♦ + B: Shoulder Charge
- ♦ + A: Forearm Smash
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Powerslam
- B + A: Headbutt

Strong Grapple

- ♦ or ♦ + A: Belly to Back Flip Suplex
- ♦ or ♦ + B: Strong Sambo Suplex
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Powerslam
- ♦ + B: Standing Chokehold
- ♦ + B: Choke Take-down
- B + A: Headlock

From the Top Rope

None



Finisher:
Bearhug

Too Hot



Weak Grapple

- ♦ or ♦ + A: Snappare
- ♦ or ♦ + B: Neckbreaker
- ♦ + A: Forearm Smash
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Forearm Smash

Strong Grapple

- ♦ or ♦ + A: Double Underhook Belly to Belly Suplex
- ♦ or ♦ + B: Throat Kick
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Backslide Pin
- ♦ + B: Reverse Atomic Drop
- ♦ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Leg Drop



Finisher:
Double Underhook Suplex

Too Sexy



Weak Grapple

- ♦ or ♦ + A: Snappare
- ♦ or ♦ + B: Neckbreaker
- ♦ + A: Forearm Smash
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Slap

Strong Grapple

- ♦ or ♦ + A: Shoulder Charge
- ♦ or ♦ + B: Throat Kick
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Small Package Pin
- ♦ + B: Suplex
- ♦ + B: Powerbomb
- B + A: Headlock

From the Top Rope

- Opponent Up: Drop Kick
- Opponent Down: Body Splash



Finisher:
Fisherman's DDT

The Blue Meanie



Weak Grapple

- ♦ or ♦ + A: Snappare
- ♦ or ♦ + B: Falling Neckbreaker
- ♦ + A: Headbutt
- ♦ + A: Body Slam
- ♦ + B: Suplex
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ + A: Shoulder Charge
- ♦ or ♦ + B: Headbutt
- ♦ + A: Throat Drop on Ropes
- ♦ + A: Small Package Pin
- ♦ + B: Armbreaker
- ♦ + B: Powerslam
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Flowing DDT

Ivory



Weak Grapple

- ♦ or ♦ + A: Snappare
- ♦ or ♦ + B: Piledriver
- ♦ + A: Snappare
- ♦ + A: Snappare
- ♦ + B: Piledriver
- ♦ + B: Piledriver
- B + A: Snappare

Strong Grapple

- ♦ or ♦ + A: Headlock
- ♦ or ♦ + B: Suplex
- ♦ + A: Headlock
- ♦ + B: Suplex
- ♦ + B: Suplex
- B + A: Headlock

From the Top Rope

- Opponent Up: Body Press
- Opponent Down: Spike Heel to Face



Finisher:
Helicopter

Chyna



Weak Grapple

- ♦ or ♦ + A: Face Punch
- ♦ or ♦ + B: Headlock
- ♦ + A: Face Punch
- ♦ + A: Face Punch
- ♦ + B: Headlock
- ♦ + B: Headlock
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ + A: Powerslam
- ♦ or ♦ + B: DDT
- ♦ + A: Powerslam
- ♦ + A: Powerslam
- ♦ + B: DDT
- ♦ + B: DDT
- B + A: Powerslam

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Pedigree

Jaqueline



Weak Grapple

- ♦ or ♦ + A: Face Punch
- ♦ or ♦ + B: Piledriver
- ♦ + A: Face Punch
- ♦ + A: Face Punch
- ♦ + B: Piledriver
- ♦ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ + A: Headlock
- ♦ or ♦ + B: Suplex
- ♦ + A: Headlock
- ♦ + A: Headlock
- ♦ + B: Suplex
- ♦ + B: Suplex
- B + A: Headlock

From the Top Rope

- Opponent Up: Body Splash
- Opponent Down: Knee Drop



Finisher:
Shoulder Slam

Tori



Weak Grapple

- ♦ or ♦ + A: Face Punch
- ♦ or ♦ + B: Snap Suplex
- ♦ + A: Face Punch
- ♦ + A: Face Punch
- ♦ + B: Snap Suplex
- ♦ + B: Snap Suplex
- B + A: Face Punch

Strong Grapple

- ♦ or ♦ + A: Sliding Back Pin
- ♦ or ♦ + B: Snap Suplex
- ♦ + A: Sliding Back Pin
- ♦ + A: Sliding Back Pin
- ♦ + B: Snap Suplex
- ♦ + B: Snap Suplex
- B + A: Sliding Back Pin

From the Top Rope

- Opponent Up: Body Press
- Opponent Down: Spike Heel to Face



Finisher:
Falling Piledriver

Mankind Cactus Jack Dude Love



Weak Grapple

- or or + A: Snapmare
- or or + B: Spinning DDT
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Piledriver
- B + A: Face Punch

Strong Grapple

- or or + A: Headlock
- or or + B: Double Underhook Sidewalk Slam
- + A: Throat Drop on Ropes
- + A: Small Package Pin
- + B: Mankind Stunner
- + B: Falling Piledriver
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Wandible Claw

Pat Patterson Gerald Brisco Michael Hayes



Weak Grapple

- or or or or + A: Body Slam
- or or + B: Piledriver
- + A: Snapmare
- + B: Piledriver
- B + A: Body Slam

Strong Grapple

- or or + A: Headlock
- + A: Suplex
- + A: Headlock
- + B: Suplex
- B + A: Headlock



Finisher:
Falling Piledriver

Shawn Michaels



Weak Grapple

- or or + A: Snapmare
- or or + B: Armbar
- + A: Double Axe Handle
- + A: Body Slam
- + B: Suplex
- + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- or or + A: Spinning Neckbreaker
- or or + B: Reverse Atomic Drop
- + A: Throat Drop on Ropes
- + A: Small Package Pin
- + B: Suplex
- + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Dropkick
- Opponent Down: Body Splash



Finisher:
Sweet Chin Music

Jerry Lawler Jim Ross



Weak Grapple

- or or or or + A: Lawler — Body Slam, Ross — Face Punch
- or or or or + B: Piledriver
- B + A: Lawler — Body Slam, Ross — Face Punch

Strong Grapple

- or or or or + A: Headlock
- or or or or + B: Lawler — Suplex, Ross — Suplex
- B + A: Headlock

From the Top Rope

None



Finisher:
Falling Piledriver

The McMahons



Weak Grapple

- or or + A: Face Punch
- or or + B: Piledriver
- + A: Face Punch
- + A: Face Punch
- + B: Piledriver
- + B: Piledriver

Strong Grapple

- or or + A: Headlock
- or or + B: Shame — Knee to Face, Vince — Small Package
- + A: Headlock
- + A: Headlock
- + B: Shame — Knee to Face, Vince — Small Package
- + B: DDT
- B + A: Headlock + Punch

From the Top Rope

- Opponent Up: Knee Drop
- Opponent Down: Double Axe Handle



Finisher:
Vince McMahon's Stunner



Finisher:
Shane McMahon's Smasher

The Hardy Brothers



Weak Grapple

- or or + A: Snapmare
- or or + B: Neckbreaker
- + A: Forearm Smash
- + A: Body Slam
- + B: Suplex
- + B: Matt — Powerbomb, Jeff — Chintbreaker
- B + A: Face Punch

Strong Grapple

- or or + A: Suplex Back Flip
- or or + B: Suplex
- + A: Head Scissors Pin
- + A: Small Package
- + B: Matt — Powerbomb
- + B: Jeff — Head Scissors Pin
- + B: Suplex Flip Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Matt — Dropkick, Jeff — Flip Drop
- Opponent Down: Matt — Leg Drop, Jeff — Body Splash



Finisher:
Leg Wrap Pin



Finisher:
Stunner

Debra & Terri Runnels



Weak Grapple

- or or + A: Forearm Smash
- or or + B: Piledriver
- + A: Forearm Smash
- + A: Forearm Smash
- + B: Piledriver
- + B: Piledriver
- B + A: Forearm Smash

Strong Grapple

- or or + A: Headlock
- or or + B: Suplex
- + A: Headlock
- + B: Suplex
- + B: Suplex
- B + A: Headlock

From the Top Rope

None



Finisher:
Debra's Face Smasher



Finisher:
Falling Piledriver

Paul Bearer

Weak Grapple

- or or or or + A: Face Punch
- or or or or + B: Piledriver

Strong Grapple

- or or or or + A: Headlock
- or or or or + B: Suplex

From the Top Rope

None

Stephanie McMahon

Weak Grapple

- or or or or + A: Forearm Smash
- or or or or + B: Piledriver

Strong Grapple

- or or or or + A: Headlock
- or or or or + B: Suplex

From the Top Rope

None



Finisher:
Stephanie Stunner

XG STRATEGY



How to Survive Twisted Metal 4

by Andrew Baran
 Andy.Baran@2d.com

This installment of the Twisted Metal series brings back all the mayhem and action of the original TM games. 989 Studios has worked hard to give back what many thought was missing from the last game.

Although the gameplay is comparable to TMIII, there are more weapons to deal with and a greater degree of detail and interaction with the levels. Each level, for example, has tons of secret destructible passages and ends with a battle against a boss.

The game's AI is fairly intelligent, and the cars will gang up on you if you make too tempting a target. Even better, if you sit back and hide, they'll kill each other off. No one ever said that you have to kill off the other cars!

Twisted Metal 4 has 22 cars, 16 levels (including multiplayer arenas) and a load of cheats and codes to keep fans satisfied.

database

time to complete: **Two hours**
 challenge: **Easy**

best weapon: **Blowdown**
 best character: **Sweet Tooth**
 best level: **The Oil Rig**
 toughest level: **Miner's Moon**

also by: **Vigilante 2.0**

system: **PlayStation 2**
 publisher: **989 Studios**
 developer: **989 Studios**
 www.989studios.com



Twisted Metal 4



Killing the Enemy

How are you going to play? There are a variety of playing styles to adopt in Twisted Metal 4. To be successful, you will need to adapt to each level.

Trappers: The most effective way to defeat a computer opponent is to set up traps using mines and explosives. Watch how the AI plays on each level, and more importantly, where the computer cars go. Seed their paths with nastiness.

Hunters: The more aggressive players will want to hunt down the other cars. This is less effective, and often leads to a battle of attrition. To succeed as a hunter, pick on the cars that stray from the pack. In a one-on-one scenario, victory should come easy.



Setting up Traps

Brains over brawn: Unless you are suicidal, you will not want to charge right into battle. Instead, whittle down the opposition so you can destroy them all in one decisive strike.

Proximity Mines: Plant these useful mines where other cars frequent, or use them to seal yourself off in a corridor. That way, anyone who comes close will get hurt.

Acid cesspools: Once in a while you'll come across glowing green pools of muck. If you job a Napalm into the slime, it will trigger a fiery chemical effect that burns any car nearby. For added nastiness, freeze your opponent so he can't stop the burning.

Map Item Key

Item Placement: Item locations were taken from the multi-player mode.

- Fire Missile
- Power Missile
- Ricochet Bomb
- Lightning
- Homing Missile
- Napalm
- Remote Bomb
- Freeze Bomb
- Proximity Mine
- Rain Missile
- Speed Missile
- Mortar
- M.I.R.V.
- Autolob
- Health
- Turbo

The Main Weapons

Weapon	Strength	Homing Level	Most Effective Use
Fire Missile	2	1	Best fired from a distance so its minor homing ability can work. Not too powerful, but better than nothing.
Power Missile	4	0	Since this missile moves straight forward, you should freeze your victim first. The weapon will pop them up into the air.
Ricochet Bomb	3	0	The Ricochet will roll around until it either hits a car or simply explodes. Use these in nooks or tight corridors.
Lightning	3	2	A rare weapon, it hits enemies within a set region. Make sure you are away from everything or you will zap yourself.
Homing Missile	2	2	Great at a distance, but terrible up close. If the target car is too close, the missile won't be able to turn fast enough.
Napalm	3	0	Napalm is good for forcing the other cars to drive through the damaging flames. Be careful not to run into your own weapon.
Remote Bomb	4	0	This weapon's use is dependent on good your timing is. With some planning you can use it to knock cars off of ledges.
Freeze Remote	1	0	This is a set-up weapon. Use it to freeze a pursuing car or in a trap situation. Plant it near a batch of cars to freeze them all.
Proximity Mine	2	0	Explodes when any car gets close. Great for trapping, just don't trigger one while going slow or you'll blow yourself up.
Rain Missile	3	0	Rain will set a patch of flames along its path. Rain will create a patch of flames about 50 feet from your car.
Speed Missile	1	0	Hold down your Special button to fire a whole salvo of missiles. It takes a lot to do some damage.
Mortar	2-3	1	Not very effective on flat territory, this weapon really shines when you're on a high platform firing downward.
M.I.R.V.	3	2	This weapon will track down one of your opponents and nail him. This will not work if either you or your target are indoors.
Auto Lob	5	2	This can item is great for taking down bosses. Freeze them and hold them about five feet away. The successive lobbs will cause some massive damage. Good for outside use only.

CONSTRUCTION YARD

Number of Rivals: 3

Level Boss: Crusher

The First Battle: This level will give you your first taste of combat. Quickly familiarize yourself with your surroundings and make your way to the buildings. Collect as many weapons as you can and head for the ambush point (see below). From here on, you should be able to take out the other cars at your leisure. Practice up on freezing enemies, as it will prove invaluable in the future.



Roostop Secrets: Head to the top of the housing complex to find a teleporter. This will take you to a conveyor belt containing a full Health item. There is a ceiling section you can shoot to find a warehouse full of awesome weapons.

NEON CITY

Number of Rivals: 4

Level Boss: Moon Buggy

Inner City Carnage: It's easy to get lost in the maze of streets; however, initially it's probably the best place to go. The enemy cars will hang around the center near the train tracks. Let them maul each other and it'll make your life easier. Once they've whittled themselves down to about half health, make your way to the balcony ambush point (see below).

Extra Evil Tips: The corridors are tight throughout this level, and this makes Proximity Mines extremely valuable. Start laying traps on the major roads, and the competition will get blasted. Try freezing someone in the path of the train—that's gotta hurt!



Easy Power-ups: You'll find an odd-looking square on the outskirts of the city that you can drive on to collect all of the floating items. Save the Health item for later. The enemies never collect it, so it will be here when you come back.

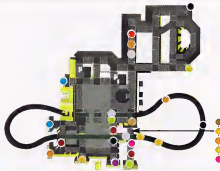
www.videogames.com



The Crane: If you can break into the crane in the center of the level, you will be able to lift cars with its magnetic pull. Picking up cars and dropping them on the strategically placed barrels will create damaging explosions.



Ideal Ambush Zone: If you break into the ceiling panel that you reached via the rooftop, you'll find a great place to lay an ambush. Set up some traps and lure the enemies in. Kill them off one at a time. It's easy!



The Train: Ride on the train track if you dare. If you don't get run over (half damage for the larger cars), there's some Health power-ups and access to some high-up ledges. The other cars will often shy away from coming here.



Ideal Ambush Zone: There is a platform in the middle of the train track that leads to a balcony. Trap the ledge and hop to where the Health is. The other cars will have a hard time reaching you without getting shot up first.

The Cars



Pizza Boy

Handling: 5 Armor: 2
Special STA: 3 Speed: 3
Special Weapon: Blades

Tip: His weapon hovers in but not too accurately. It's best fired from a good distance. Not too powerful, but good for a few hits.



Orbital

Handling: 5 Armor: 2
Special STA: 3 Speed: 5
Special Weapon: Teleorb

Tip: Use the Teleorb as a set-up. Not only will it damage your foes, it'll freeze them too. Keep nailing the frozen energy.



Meter Mink

Handling: 3 Armor: 1
Special STA: 3 Speed: 2
Special Weapon: Energyray

Tip: Avoid groups and build up the number of Specials. Then pick off the loners. Remember that her attack heals her a little bit.



Capt. Grimm

Handling: 5 Armor: 1
Special STA: 3 Speed: 4
Special Weapon: Cannon

Tip: In order to hit with his weapon, either fire it at extremely close range or freeze your victim first. Not all that useful...



Quatro

Handling: 5 Armor: 1
Special STA: 2 Speed: 5
Special Weapon: Microwave

Tip: Use Quatro for hit-and-run attacks on groups of cars. His Special flashes out to hit all who are close by. Remember to run.

ROAD RAGE

Number of Rivals: 6

Level Boss: Super Thumper

And You Thought Rush Hour Was Bad: Keep to the outskirts of this level. Avoid the packs of cars and prey on the loners. This level will take a while to beat, but with patience, victory will be yours.



Zipper: Driving over the arrows on the ground will send your car speeding forward. Try planting Proximity Mines in their paths for ruthless fun.



Hidden Power-ups: Behind a glass and concrete partition is some Health and a batch of excellent weapons. You'll need some explosives or Power Missiles in order to bust your way through. Head here when you need a little help.

THE BEDROOM

Number of Rivals: 5

Level Boss: RC Car

Never Look at Toy Cars the Same: Sweet Tooth's bedroom is one large open area. If you are down on the ground, you'll attract a lot of firepower. Since this isn't too good for your health, you'll need to escape. One method is to climb the race car tracks to get onto the dressers. Be sure to trap the tracks with Mines so anyone that comes up after you will be knocked back down. The other escape option is to destroy the gasoline containers and enter the secret area. This spot provides some decent cover, and you can find some of the best weapons here. The only drawback is that you might be pinged up on. If you have a highly maneuverable vehicle, take the high road. If not, simply stay down below.



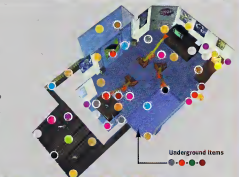
Gasoline Containers: The gasoline containers hide the entrance to a huge secret area. If you head down here, you will find great weapons. Inside there will be a boom box that you can shoot to reveal more tunnels.



Secret Area: Look for the cracked walls in the city section. If you unload some heavy firepower on them, they will crumble to reveal some rare weapons. This area makes a good temporary ambush zone.



Ideal Ambush Zone: This long straightaway is the perfect place to freeze your opponents. If you fire from an extreme distance, you're definitely going to hit. From then on, just keep pummeling the other car into oblivion.



The Lamp: Blast the lamp to acquire the lightning weapon. This can fry a lot of cars, but you have to watch where you are in the level. Make sure to stay away from the outliers, as any car that is near will get fried.



Ideal Ambush Zone: The area underneath the dressers makes for the best ambush point. It's a good place to hide, as well as to gather the level's most powerful weapons. The dresser tops work pretty well too.

The Cars



Gen. Warthog

Handling: 1 Armor: 4
Special: SM 4 Speed: 2
Special Weapon: Ion Blast
Tip: Use Warthog's weapon to discourage tagalongs, or as an element to a trap. The blast can catch multiple cars.



Calypso

Handling: 1 Armor: 5
Special: SM 4 Speed: 1
Special Weapon: None
Tip: Hang back and fire his No Nuke into clusters of enemy cars. Never fire it at close range or you'll get seriously mauled.



Goggle Eyes

Handling: 3 Armor: 3
Special: SM 4 Speed: 3
Special Weapon: Green Box
Tip: Freeze or pin your opponents, then fry them with your acid. Don't get too close or you could set yourself on fire.



Microblast

Handling: 3 Armor: 1
Special: SM 4 Speed: 4
Special Weapon: Gatling
Tip: He has one of the fastest changing Specials in the game. Fire rapidly into throngs of enemy cars and watch them burn.



Trashman

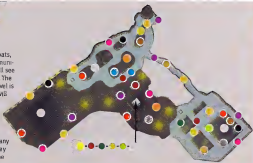
Handling: 1 Armor: 4
Special: SM 4 Speed: 3
Special Weapon: Uffer
Tip: Freeze your opponent and pick him up. Once you do, switch to missiles and fire away. Do the same with your machine guns.

AMAZONIA 3000 B.C.

Number of rivals: 6

Level boss: Super Axel

Land of the Lost: Top or bottom—you decide. If you decide to play in the moats, you'll find yourself running out of ammunition quickly. If you stay up top, you will see that every car will be gunning for you. The best bet you have for surviving this level is to make a run for the teleporter that will bring you to the top of the temple. From there, you will get the best weapons. While you're doing this, the other cars will chew each other up. Your next stop should be the cave in the moat area. Use this to ambush any cars that come close (by this point, they will probably come at you one at a time anyway).



Entering the Circle: Start with the jump next to the small pyramid. Jump from mesa to mesa (sorry for the jar jar flash-backs) till you reach the teleporter. Be sure to conserve your Turbos. Make it to the end to get to power-up heaven.



Jump Beams: There are beams strewn throughout the level that will bounce you upward. Use these for a fast getaway, or for eluding any cars who may be trying to hunt you down. Memorize their locations.



Ideal Ambush Zone: If you fall into the lower region, you will find a cave in the center of the level. This would make the perfect trap if it weren't for the open back end. It works well, but only if you watch the radar for cars behind you.

THE OIL RIG

Number of Rivals: 5

Level Boss: Super Auger, Super Slamm

Leaps of Faith: This is the only level that has a cause of instant death—fall into a pit and meet your demise. Avoid the worst by using a Turbo whenever you cross the chasms. Use this to your advantage by trapping the sections where you can make your foes plummet to their graves. The way this level is set up, it's easy to watch your back. The Oil Rig offers the most tactical options of any level.



Infinite Health: The helicopter pad will constantly refresh with a full Health power-up. You'll need to hit the Turbos in order to reach it. Be careful when landing, as falling off the edges can lead to an instant death.



Jump to the Drills: There's a jump beam on the main floor that you can drive onto. This will lift you to the highest section of the level. If you know where the cars will land from this, you can put Mines in the area to wound them.



Ideal Ambush Zone: This level will have you chased constantly. Once you are only facing a few cars, head to the lower areas and set up an ambush point on one of the straightaways. Use weapons that can pop the cars over the rails.

The Cars



The Joneses

Handling: 3 **Arms:** 2

Special STX: 3 **Speed:** 5

Special Weapons: Hornets

Tips: What a pathetic Special. Think of the Hornets as nearly identical to the Fire Missiles. Use the other weapons instead.



Drag Queen

Handling: 1 **Arms:** 2

Special STX: 3 **Speed:** 4

Special Weapons: Flares

Tips: In order to get any use out of this powerful weapon, you must first freeze your opponent and then hold your car very still.



Mr. Zombie

Handling: 5 **Arms:** 3

Special STX: 3 **Speed:** 3

Special Weapons: Zombie

Tips: While this Special is easy to hit with, the other car can still fire. Freeze it, and then launch the Special attack for the best results.



Sweet Tooth

Handling: 3 **Arms:** 4

Special STX: 5 **Speed:** 5

Special Weapons: Hotchens

Tips: Fire his hotchens out and they will home in and kill whoever you send them after. Just try to keep your distance.



Crusher

Handling: 2 **Arms:** 4

Special STX: 3 **Speed:** 2

Special Weapons: Crusha

Tips: Freeze your opponents in order to get a good grab. Shoot while crushing to get in a little bit of extra damage.

MINION'S MAZE

Number of rivals: 6

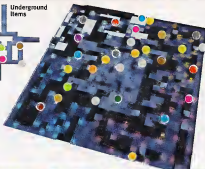
Level boss: Minion

Feel Like a Lab Rat: Once again, try to avoid most of the action. There's so much space here that it'll take minutes to even find someone. Use the skills that you've built up to this point.

Face Minion: Want to beat Minion with ease? Collect as many Power Missiles as you can. Next, head up one of the curved ramps. Face the side of the camp (it should be slanted away from you) and Freeze Minion as he comes up. Once he's frozen, blast him off the ledge with a missile. Minion will still want to come up after you, so prepare to do it all over again. It's simple, but effective.



Underground Items



The Underground Webwork:

Throughout the level you will see a series of steel gates. Behind each one is a path that leads to an expansive maze. You'll find some powerful weapons here, as well as some Health.



Reaching the Top: You'll need to keep fire control over your car and use Nitro for the jumps. On the very top there's some Health to pick up. Trap the path leading upward so that any enemy that comes close will get whittled down.



Ideal Ambush Zone: After the second teleporter, there is a long straightaway that ends in a dead end with Health. This covers your back nicely, letting you set up explosives and Mines. Freeze your victim and let the fun begin.

THE CARNIVAL

Number of rivals: 6

Level boss: Sweet Tooth

The Final Battle: This is one hectic level, so you've got to think and move fast. There isn't a whole lot you can do about cover, so just keep moving. Don't open the secret passages right away, because then the enemy cars will start using them. The roof of the big top provides a great place to hide out—just make sure to lay Mines in the area where the other cars will land if they try to come on top as well.

Fighting Sweet Tooth: Use the open space to your advantage. Turbo across the level and turn around. Freeze the clown as soon as you see him in the distance. Hit him as hard as you can with all you've got, then run.

Big Top Items



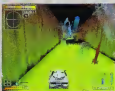
Sideshow Items



The Secret Tunnels: The buildings in the corner of the level hide a secret passage. Detonate an explosive on the ground to open up the way to a massive expansive with a wide array of powerful weapon pick-ups.



The Rollercoaster: Gain access to this ride from the secret tunnels and look for a brick wall you can destroy. Atop the track you can nab a lot of power-ups and avoid most of the combat. Just watch out for the train car.



Ideal Ambush Zone: The Freak Show tent and the tunnels make for the best ambush points in this level because they let you force your enemies into coming at you one-on-one. Freeze them when they come in close.

The Cars



Moon Buggy

Handling: 3 Armor: 3
Special Skills: 3 Speed: 3
Special Weapon: Quasars
Tip: Fire the Quasars into a patch of enemies to seriously tear them up. This Special charges slowly, so use it sparingly.



RC Car

Handling: 4 Armor: 2
Special Skills: 4 Speed: 5
Special Weapon: Ray Gun
Tip: If you want to do the most damage, wait until you have a lot of Specials. Then freeze someone and blast him to death.



Super Auger

Handling: 2 Armor: 3
Special Skills: 4 Speed: 4
Special Weapon: Auger
Tip: Charge every car like a bull in a china shop. The end of the Special will kick your victim back a bit, so have a Freeze ready.



Super Axel

Handling: 5 Armor: 2
Special Skills: 4 Speed: 4
Special Weapon: Supernova
Tip: Axel's Special has to be done at close range. You must literally drive on top of someone in order to get it to work.



Minion

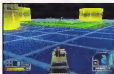
Handling: 5 Armor: 4
Special Skills: 4 Speed: 4
Special Weapon: Sappers
Tip: Minion is a ruthless killing machine. His Special will bore in, harm and freeze your victim. Hand down the stragglers.

MULTI-PLAYER LEVELS



The Pits

Tactics: Stay off the red squares because it only takes a slight explosion for them to shatter. Fall into the pits and it's all over for you—they're bottomless. Explosives and Mines are perfect.



Octa-Gone

Tactics: Ignite the center of the level with Napalm for an awesome burst of fire. Just don't touch the octagons or you'll be bounced right off the level's edge and into the void.



The Islands

Tactics: Bounce from island to island in pursuit of your prey. Trap the areas where you know the other cars will land. This way, they'll get knocked off into a pit without being able to dodge.



Cheat Codes

A small fraction of the codes: Here is a small dose of the secret codes in Twisted Metal 4. There are a ton more out there which will be released in the coming months. Until then, enjoy these. Can you hack out your own codes? (Input codes at the Password screen.)

Weapon Special Crazy:

Triangle, L, Down, Triangle, Up

Weapons Extra Fast:

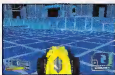
R, L, Down, Start, Down

Weapon Special Force:

Up, Start, Circle, R, Left

*Doubles the force and impact of your weapons when used.

More Battles Ahead: After you've opened them up, you can play these levels in the Deathmatch Mode. Play against the computer or up to three of your friends.



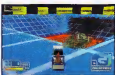
The Citadel

Tactics: Teleport to the top of the buildings and be ready to drop to the center of the level for some health. Because of the pit trips, you'll want to stay away from the outskirts of the level.



King of the Kill

Tactics: Quickly head to the top and snitch all of the weapons. Once they're yours, head toward the sides. Don't go down too far—just go far enough to avoid enemy fire.



Son of a Ditch

Tactics: Set an explosive in the center of the level and wait for the other cars to enter. When you trigger it, they'll all plummet to their deaths. The yellow blocks will bounce you, so watch out.



Nowhere To Hide

Tactics: Like the name says, there's really nowhere to hide. In order to survive the longest, keep moving at all times. Plant Bombs near the level edges. With skill, you can knock the other cars off.



Tic-Tac-Toast

Tactics: This is one of the best multi-player levels. Use explosives to destroy sections of the level. Try to knock out the floor from underneath your opponents for an instant-death attack.

The Colored Squares

Know your environment: The color of the squares will determine what effect it has in the level. If you head into combat without thinking, you will die much faster in one of these levels than you would in an ordinary game level.

Blue Squares: These are the safest pieces of terrain.

Red Squares: If you have explosives, you can shatter the red "glass." This will always create a bottomless pit.

Yellow Squares: These are rubbery and will bounce you around.

Green Squares: These can be ignited.

XG's Top 10 Car Picks

1. **Sweet Tooth:** This maniac's got a Special that can kill in one hit!
2. **Goggle Eyes:** Nothing beats his close-combat prowess.
3. **Trashman:** Another excellent close-combat vehicle.
4. **Mr. Zombi:** Above-average stats and a useful Special attack.
5. **Meat Maki:** Wide kind of wimpy, her fast-charging Special rules.
6. **Moon Buggy:** The Quakers can rip apart multiple Targets.
7. **Mines:** Great Special attack, controls are a little sloppy, though.
8. **Orbital:** A decent Special that can set up other attacks.
9. **Super Thunder:** Decent close-combat offense.
10. **Super Auger:** Slow, but nasty when he gets in close.

What Makes a Car Good? There are several factors that you must consider. Keep in mind that Andy plays conservatively when a level first starts, and then picks off the sluggards. The close-combat oriented cars are much more effective than ranged vehicles.

1. One must look at the power of the special weapons and the ease of getting them to hit. It would do no good to have an instant kill weapon if you can never hit with it.

2. Armor is key for keeping you alive. Sometimes health can get scarce, so you'll need to be able to soak up hits.

3. You will want to look at maneuverability. The better the so-called "maneuverability," the more likely you are to overcompensate and crash. I prefer using the less maneuverable cars for this reason.



The Cars



Super Triumper

Handling: 1 Armor: 4

Special Str: 5 Speed: 4

Special Weapon: Megafire

Tip: Treats some poor foot and keep chasing him till he's gone. Re-freeze if you can—that way you can just chn him again.



Super Slamm

Handling: 1 Armor: 4

Special Str: 5 Speed: 1

Special Weapon: Loader

Tip: Grab someone and don't let go. If you have enough Specials, you can smash someone to death with this. Just keep on him.



Building a Custom Car

Customize your Car: You must first choose your car's body type. The option for creating large cars will not be opened to you unless you complete the game. Once you have a cool-looking car, you can make use of car's most important element—its weapons.

Weapons: There are four different types of weapons. Which one you choose is purely up to you and the way you like to play.

Weapon: Jumbobomb Str: 4
This weapon is a more powerful mortar. Not highly effective in one-on-one, but can hit multiple targets at once.

Weapon: Laser Str: 3

The Laser is a single shot non-homing weapon. It only stands out when used against frozen targets.

Weapon: Drumsnail Str: 2
This advanced rocket will target enemy cars and follow them. It's up to you to detonate it. This weapon is a lot of fun to use and is particularly useful against human opponents.

Weapon: Turstouches Str: 1
These missiles are extremely weak, but they can home in on enemy cars over an extreme distance. When they hit, your target will be engulfed in flames.



Tu-Rockin' Your Way to Victory

by Jim Mazurek

jim_mazurek@zd.com

Being labeled as a first-person shooter (FPS) by some and a "pseudo-fighter" by others, Turok: Rage Wars really sells itself well as a wacky-but-fun combination of both. It's an FPS for obvious reasons—you crawl through cave-like structures relentlessly hunting for your frag-hungry opponents; and as a fighting game, it requires you to play through each set of stages if you want to unlock all of its secrets.

Boasting a much cleaner multiplayer mode than Turok 2: Rage Wars still struggles as it tries to grab that ever-elusive title away from the current console FPS king, GoldenEye 007. The extra modes like Monkey Tag and Flag Tag are neat, but they soon grow tiresome and repetitive when compared with the standard deathmatch mode. All in all, it's definitely worth checking out if you don't own a PC...

database

time to complete 50 hours
challenge Moderate
best weapon Scorpion
chilling sound FX? Turok & Aton
only drawback Repetition
also try Turok 2, Quake II
system Nintendo 64
publisher Acclaim
developer A. Studios Austin



www.acclaim.com

TUROK

RAGE WARS



About the Guide

This strategy contains multifaceted sections for all of the game's playable characters. Each section contains a level breakdown and shows the corresponding secrets as well. The order in which you choose to play through the characters is up to you; however, the order in which they are listed is the recommended one. Although multi-player modes will unlock, Time Trials will become available, etc., this guide stays focused on the Trial Mode. In other words, we cut off all the fat to give you more meat. Get it? Got it? Good! Now get going.

Monkey Tag

Once you know the basic rules of Monkey Tag, your main strategy should be to find the active goal area (the glowing blue thing) and guard it with your life! Running around frantically hunting for the monkey only leads to failure (it also extends the level play time to near exorbitant levels). Your only choice/remedy is to "camp." Although camping is frowned upon by the gaming community, hovering around the goal while collecting weapons is a legal strategy that works every time without fail. Let 'em where all night, I say!

Flag Tag

When you enter this mode, you'll need to turn off all your usual FPS skills. Trade your strafing "if shoot techniques for some linear thinking abilities. Think about what you need to do to win, and do it! To stop and rumble with opposing team members only takes time away from what you should really be doing. Grab the flag and run to the goal (the glowing white ball). Most Flag tag levels are laid out so simply that you will be able to rack up the necessary points within a few short minutes. No fogging necessary.



TUROK

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Crossroads**
Unlock: Scorpion Launcher
- 3. Cathedral**
Unlock: Eagle Talisman (sup)
- 4. Rathum**
Unlock: Eagle Talisman (sup)
- 5. The Pedestal**
Unlock: Eagle Talisman (sup)
- 6. DEFCON 5**
Unlock: Eagle Talisman (sup)
- 7. Spirit Temple**
Unlock: Minigame Icon (3/36)



9 = B11*

9 = B11*



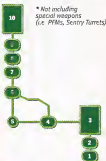
ELITE GUARD

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Crossroads**
Unlock: Radioactive Flame Gun
- 3. Grim Retreat**
Unlock: Eagle Talisman (sup)
- 4. Cathedral**
Unlock: Minigame Icon (3/36)
- 5. Earth Temple**
Unlock: Eagle Talisman (sup)
- 6. Tempered**
Unlock: Eagle Talisman (sup)
- 7. Bomb Shelter**
Unlock: Eagle Talisman (sup)
- 8. Matrix**
Unlock: Minigame Icon (3/36)
- 9. DEFCON 5**
Unlock: Viper Talisman, Max Health +5
- 10. Spirit Temple**
Unlock: N/A
- 11. Stronghold**
Unlock: N/A
- 12. Courtyard**
Unlock: N/A
- 13. Starlight**
Unlock: Guardian as a playable character

Mission Tree



Mission Tree



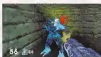


ADON

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (1up)
- 2. Basic Training**
Unlock: Eagle Talisman (1up)
- 3. Crossroads**
Unlock: Plasma Rifle
- 4. Grim Retreat**
Unlock: Eagle Talisman (1up)
- 5. Cathedral**
Unlock: Eagle Talisman (1up)
- 6. Fallout**
Unlock: Eagle Talisman (1up)
- 7. Bazed Set**
Unlock: Eagle Talisman (1up)
- 8. Fire Temple**
Unlock: Eagle Talisman (1up)
- 9. Dire Straight**
Unlock: Eagle Talisman (1up)
- 10. Prey**
Unlock: Minigame Icon (4/36)
- 11. Warehouse**
Unlock: Napalm Gel
- 12. Hopeless**
Unlock: 1/2 Eagle Talisman
- 13. Matrix**
Unlock: Eagle Talisman (1up)
- 14. Boomerang**
Unlock: 1/3 Eagle Talisman



RAPTOR

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (1up)
- 2. Basic Training**
Unlock: Eagle Talisman (1up)
- 3. Crossroads**
Unlock: Jump Claw Attack (Raptor only)
- 4. Grim Retreat**
Unlock: Minigame Icon (6/36)
- 5. Cathedral**
Unlock: Eagle Talisman (1up)
- 6. Earth Temple**
Unlock: Eagle Talisman (1up)
- 7. Tempered**
Unlock: Minigame Icon (7/36)
- 8. Bomb Shelter**
Unlock: Eagle Talisman (1up)
- 9. Fire Temple**
Unlock: Eagle Talisman (1up)
- 10. Dire Straight**
Unlock: Eagle Talisman (1up)
- 11. Prey**
Unlock: Eagle Talisman (1up)
- 12. Warehouse**
Unlock: Bear Talisman, Max Explosive Ammo +5
- 13. Hopeless**
Unlock: Minigame Icon (8/36)
- 14. Matrix**
Unlock: Eagle Talisman (1up)
- 15. DEFCON 5**
Unlock: Warhammer Rocket
- 16. Spirit Temple**
Unlock: N/A
- 17. Stronghold**
Unlock: N/A, Upgrade (Secondary 1 attack)
- 18. Courtyard**
Unlock: N/A
- 19. Starlight**
Unlock: Campaigner as a playable character



MANTID DRONE

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (1up)
- 2. Basic Training**
Unlock: Minigame Icon (9/36)
- 3. Crossroads**
Unlock: Assault Rifle
- 4. Grim Retreat**
Unlock: Eagle Talisman (1up)
- 5. Cathedral**
Unlock: Eagle Talisman (1up)
- 6. Earth Temple**
Unlock: Minigame Icon (10/36)
- 7. Tempered**
Unlock: Eagle Talisman (1up)
- 8. Bomb Shelter**
Unlock: Eagle Talisman (1up)
- 9. Fire Temple**
Unlock: Eagle Talisman (1up)
- 10. Water Temple**
Unlock: Minigame Icon (11/36)
- 11. Warehouse**
Unlock: Assault Rifle Rapid Fire Upgrade (alternate attack)
- 12. Hopeless**
Unlock: Plasma Rifle Scope (alternate attack)
- 13. Matrix**
Unlock: Eagle Talisman (1up)
- 14. DEFCON 5**
Unlock: Cougar Talisman, Max Energy Ammo +50
- 15. Spirit Temple**
Unlock: N/A
- 16. Stronghold**
Unlock: N/A
- 17. Courtyard**
Unlock: N/A
- 18. Starlight**
Unlock: Lord of the Dead as a playable character



Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

Mission Tree



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Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)

Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)

Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)



GUARDIAN

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Freeze Gun
- Grim Retreat**
Unlock: Minigame Icon (12/36)
- Cathedral**
Unlock: Eagle Talisman (sup)
- Fallout**
Unlock: Minigame Icon (13/36)
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Tempered**
Unlock: Eagle Talisman (sup)
- Bomb Shelter**
Unlock: Eagle Talisman (sup)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Boxed Set**
Unlock: Eagle Talisman (sup)
- Dire Straight**
Unlock: 1/2 Eagle Talisman
- Water Temple**
Unlock: Minigame Icon (14/36)
- Warehouse**
Unlock: Mag 60 Laser Sight Upgrade (alternate attack)
- Hopeless**
Unlock: Coyote Talisman, Max Bullet Ammo +50
- Matrix**
Unlock: Eagle Talisman (sup)
- Retaliation**
Unlock: Eagle Talisman (sup)
- DEFCON 5**
Unlock: Minigame
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A

- Starlight**
Unlock: Juggernaut as a playable character



LORD OF THE DEAD

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Grenade Launcher
- Grim Retreat**
Unlock: Eagle Talisman (sup)
- Cathedral**
Unlock: Eagle Talisman (sup)
- Fallout**
Unlock: Eagle Talisman (sup)
- Boxed Set**
Unlock: Eagle Talisman (sup)
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Water Temple**
Unlock: 1/2 Eagle Talisman
- Dire Straight**
Unlock: Minigame Icon (15/36)
- Warehouse**
Unlock: Boomerang Upgrade
- Mythic**
Unlock: Eagle Talisman (sup)
- Beetleneck**
Unlock: Minigame Icon (16/36)
- Tightrope**
Unlock: N/A
- The Pit**
Unlock: Eagle Talisman (sup)
- Leap of Faith**
Unlock: Minigame Icon (17/36)
- Wicked Dance**
Unlock: Shotgun Streetsweeper Upgrade (alternate attack)
- Bunker**
Unlock: 1/2 Eagle Talisman
- Amphitheater**
Unlock: Eagle Talisman (sup)
- Crypts**
Unlock: Minigame Icon (18/36)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Breakdown**
Unlock: Eagle Talisman (sup)
- Retaliation**
Unlock: Eagle Talisman (sup)
- Hopeless**
Unlock: 1/2 Eagle Talisman
- Matrix**
Unlock: Eagle Talisman (sup)
- DEFCON 5**
Unlock: Cougar Talisman, Max Energy Ammo +50
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A
- Starlight**
Unlock: Mantis Mites as a playable character

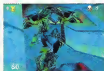


MANTIS MITES

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Acid Spit Attack (Mantis Mites only)
- Grim Retreat**
Unlock: Eagle Talisman (sup)
- Cathedral**
Unlock: Viper Talisman, Max Health +5
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Tempered**
Unlock: Eagle Talisman (sup)
- Bomb Shelter**
Unlock: Minigame Icon (19/36)
- Water Temple**
Unlock: Eagle Talisman (sup)
- Matrix**
Unlock: Eagle Talisman (sup)
- Fathom**
Unlock: Eagle Talisman (sup)
- The Pedestal**
Unlock: Minigame Icon (20/36)
- DEFCON 5**
Unlock: Bear Talisman, Max Explosive Ammo +5
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A
- Starlight**
Unlock: Minigame Icon (21/36)





TALISMAN

Available Weapon Arsenal*



1. **Proving Grounds**
Unlock: Eagle Talisman (sup)
2. **Basic Training**
Unlock: Eagle Talisman (sup)
3. **Crossroads**
Unlock: Infanter Upgrade
4. **Grim Retreat**
Unlock: 1/2 Eagle Talisman
5. **Cathedral**
Unlock: Eagle Talisman (sup)
6. **Fallout**
Unlock: 1/2 Eagle Talisman
7. **Roared Set**
Unlock: Eagle Talisman (sup)
8. **Earth Temple**
Unlock: 1/2 Eagle Talisman
9. **Fire Temple**
Unlock: Minigame Icon (22/36)
10. **Warehouse**
Unlock: G. Launcher Upgrade
11. **Mystic**
Unlock: Eagle Talisman (sup)
12. **Tightrope**
Unlock: 1/2 Eagle Talisman
13. **Bottleneck**
Unlock: Eagle Talisman (sup)
14. **Leap of Faith**
Unlock: 1/2 Eagle Talisman
15. **The Pit**
Unlock: Eagle Talisman (sup)
16. **Wicked Dance**
Unlock: Freeze Gun Upgrade
17. **Bunker**
Unlock: 1/2 Eagle Talisman
18. **Amphitheater**
Unlock: Eagle Talisman (sup)
19. **Crypts**
Unlock: Eagle Talisman (sup)
20. **Breakdown**
Unlock: Minigame Icon (23/36)
21. **Fire Walker**
Unlock: Minigame Icon (24/36)
22. **Retaliation**
Unlock: 1/2 Eagle Talisman
23. **Hopeless**
Unlock: Eagle Talisman (sup)
24. **Water Temple**
Unlock: 1/2 Eagle Talisman
25. **Bomb Shelter**
Unlock: Eagle Talisman (sup)
26. **Matrix**
Unlock: Eagle Talisman (sup)
27. **DEFCON 5**
Unlock: Bear Talisman, Max Explosive Ammo +5
28. **Spirit Temple**
Unlock: N/A
29. **Stronghold**
Unlock: N/A
30. **Courtyard**
Unlock: Minigame Icon (25/36)
31. **Starlight**
Unlock: Oblivion Spawn as a playable character

Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)



CAMPACANER

Available Weapon Arsenal*



1. **Proving Grounds**
Unlock: Minigame Icon (26/36)
2. **Basic Training**
Unlock: Eagle Talisman (sup)
3. **Crossroads**
Unlock: Tebow Sniper Scope
4. **Grim Retreat**
Unlock: Eagle Talisman (sup)
5. **Cathedral**
Unlock: Eagle Talisman (sup)
6. **Earth Temple**
Unlock: Eagle Talisman (sup)
7. **Tempered**
Unlock: N/A
8. **Bomb Shelter**
Unlock: Eagle Talisman (sup)
9. **Fire Temple**
Unlock: Eagle Talisman (sup)
10. **Water Temple**
Unlock: Eagle Talisman (sup)
11. **Dire Straight**
Unlock: Cougar Talisman, Max Energy Ammo +50
12. **Warehouse**
Unlock: Eagle Talisman (sup)
13. **Mystic**
Unlock: 1/2 Eagle Talisman
14. **Tightrope**
Unlock: Eagle Talisman (sup)
15. **Bottleneck**
Unlock: Eagle Talisman (sup)
16. **Leap of Faith**
Unlock: 1/2 Eagle Talisman
17. **The Pit**
Unlock: Eagle Talisman (sup)
18. **Wicked Dance**
Unlock: Emulator
19. **Bunker**
Unlock: Minigame Icon (27/36)
20. **Amphitheater**
Unlock: 1/2 Eagle Talisman
21. **Crypts**
Unlock: Eagle Talisman (sup)
22. **Fire Walker**
Unlock: 1/2 Eagle Talisman
23. **Breakdown**
Unlock: Eagle Talisman (sup)
24. **Retaliation**
Unlock: 1/2 Eagle Talisman
25. **Hopeless**
Unlock: Eagle Talisman (sup)
26. **Matrix**
Unlock: 1/2 Eagle Talisman
27. **DEFCON 5**
Unlock: Eagle Talisman (sup)
28. **Spirit Temple**
Unlock: N/A
29. **Stronghold**
Unlock: N/A
30. **Courtyard**
Unlock: N/A
31. **Starlight**
Unlock: Fireborn as a playable character

Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)



FIREBORN

Available Weapon Arsenal*



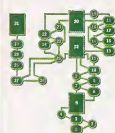
1. **Proving Grounds**
Unlock: Eagle Talisman (sup)
2. **Basic Training**
Unlock: Eagle Talisman (sup)
3. **Crossroads**
Unlock: Minigame Shield Upgrade
4. **Grim Retreat**
Unlock: Eagle Talisman (sup)
5. **Cathedral**
Unlock: Eagle Talisman (sup)
6. **Earth Temple**
Unlock: 1/2 Eagle Talisman
7. **Tempered**
Unlock: Eagle Talisman (sup)
8. **Bomb Shelter**
Unlock: 1/2 Eagle Talisman
9. **Fire Temple**
Unlock: Eagle Talisman (sup)
10. **Water Temple**
Unlock: 1/2 Eagle Talisman
11. **Warehouse**
Unlock: Infanter
12. **Mystic**
Unlock: Coyote Talisman, Max Bullet Ammo +50
13. **Tightrope**
Unlock: Eagle Talisman (sup)
14. **Bottleneck**
Unlock: Minigame Icon (28/36)
15. **Leap of Faith**
Unlock: 1/2 Eagle Talisman
16. **The Pit**
Unlock: Eagle Talisman (sup)
17. **Wicked Dance**
Unlock: Wiper Talisman, Max Health +5
18. **Bunker**
Unlock: 1/2 Eagle Talisman
19. **Amphitheater**
Unlock: Eagle Talisman (sup)
20. **Crypts**
Unlock: 1/2 Eagle Talisman
21. **Fire Walker**
Unlock: Eagle Talisman (sup)
22. **Breakdown**
Unlock: 1/2 Eagle Talisman
23. **Retaliation**
Unlock: Eagle Talisman (sup)
24. **Hopeless**
Unlock: 1/2 Eagle Talisman
25. **Matrix**
Unlock: Eagle Talisman (sup)
26. **DEFCON 5**
Unlock: Minigame Icon (29/36)
27. **Spirit Temple**
Unlock: N/A
28. **Stronghold**
Unlock: N/A
29. **Courtyard**
Unlock: N/A
30. **Starlight**
Unlock: Mantis Soldier as a playable character

Mission Tree



* Not including special weapons
(i.e. PPMs, Sentry Turrets)

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)



OBOLION SPAWN

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Besk Training**
Unlock: Eagle Talisman (sup)
- 3. Crossroads**
Unlock: S. Launcher Upgrade
- 4. Grim Retreat**
Unlock: Eagle Talisman (sup)
- 5. Cathedral**
Unlock: Eagle Talisman (sup)
- 6. Fallout**
Unlock: Eagle Talisman (sup)
- 7. Earth Temple**
Unlock: Eagle Talisman (sup)
- 8. Bazed Set**
Unlock: Minigame Icon (30/36)
- 9. Fire Temple**
Unlock: Eagle Talisman (sup)
- 10. Dive Straight**
Unlock: Eagle Talisman (sup)
- 11. Prey**
Unlock: 1/2 Eagle Talisman
- 12. Warehouse**
Unlock: Radioactive Flare Gun
- 13. Mystic**
Unlock: Eagle Talisman (sup)
- 14. Tightrope**
Unlock: 1/2 Eagle Talisman
- 15. Bottleneck**
Unlock: Eagle Talisman (sup)
- 16. Leap of Faith**
Unlock: 1/2 Eagle Talisman
- 17. The Pit**
Unlock: Eagle Talisman (sup)
- 18. Wicked Dance**
Unlock: Emaciator Upgrade
- 19. Bunker**
Unlock: Eagle Talisman (sup)
- 20. Amphitheater**
Unlock: 1/2 Eagle Talisman (sup)
- 21. Crypts**
Unlock: Minigame Icon (31/36)
- 22. Fire Walker**
Unlock: Eagle Talisman (sup)
- 23. Breakdown**
Unlock: 1/2 Eagle Talisman
- 24. Retaliation**
Unlock: Minigame Icon (32/36)
- 25. Hopeless**
Unlock: Eagle Talisman (sup)
- 26. Metrix**
Unlock: Eagle Talisman (sup)
- 27. DEFCOW 5**
Unlock: Coyote Talisman, Max Bullet Ammo +50
- 28. Spirit Temple**
Unlock: N/A
- 29. Stronghold**
Unlock: N/A
- 30. Courtyard**
Unlock: N/A
- 31. Starlight**
Unlock: N/A



MANTID SOLDIER

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Besk Training**
Unlock: Eagle Talisman (sup)
- 3. Crossroads**
Unlock: 1/2 Eagle Talisman
- 4. Grim Retreat**
Unlock: 1/2 Eagle Talisman
- 5. Cathedral**
Unlock: 1/2 Eagle Talisman
- 6. Fallout**
Unlock: Eagle Talisman (sup)
- 7. Earth Temple**
Unlock: 1/2 Eagle Talisman
- 8. Bazed Set**
Unlock: Eagle Talisman (sup)
- 9. Fire Temple**
Unlock: 1/2 Eagle Talisman
- 10. Dive Straight**
Unlock: Eagle Talisman (sup)
- 11. Prey**
Unlock: 1/2 Eagle Talisman
- 12. Warehouse**
Unlock: Chestbuster
- 13. Mystic**
Unlock: Eagle Talisman (sup)
- 14. Tightrope**
Unlock: Minigame Icon (33/36)
- 15. Bottleneck**
Unlock: Bottleneck
- 16. Leap of Faith**
Unlock: N/A
- 17. The Pit**
Unlock: N/A
- 18. Wicked Dance**
Unlock: Minigame Icon (34/36)
- 19. Bunker**
Unlock: Minigame Icon (35/36)
- 20. Amphitheater**
Unlock: N/A
- 21. Crypts**
Unlock: Eagle Talisman (sup)
- 22. Fire Walker**
Unlock: N/A
- 23. Breakdown**
Unlock: N/A
- 24. Retaliation**
Unlock: 1/2 Eagle Talisman
- 25. Hopeless**
Unlock: N/A
- 26. Metrix**
Unlock: Eagle Talisman (sup)
- 27. DEFCOW 5**
Unlock: N/A
- 28. Spirit Temple**
Unlock: N/A
- 29. Stronghold**
Unlock: Minigame Icon (36/36)
- 30. Courtyard**
Unlock: N/A
- 31. Starlight**
Unlock: N/A

And Then There Were Bosses...

Fighting Bastille

You'll want to continually loop through the hallway with the explosive mine, then load Bastille up the passage that heads over to the 450 Health power up. Work his shield, then unload with explosives for the brief moment when he's vulnerable. Mix, sitc repeat...

Fighting Syra & Werdubs

The object is to kill both Syra and Werdubs at the same time. If you kill one, but not the other, the one that you killed will return from the dead with a full health bar. Your best bet is to use explosives on Syra first (she's much tougher to deal with), then take out Werdubs.

Fighting Symbiont

There will be between six and eight Symbionts running around; however, only one of them is the real boss. All of them take damage and can be killed, but killing the actual, flesh and bone Symbiont is the only way to complete the level. Again, explosives are your best friend...

Fighting Tal' Set

Tal' Set isn't all that hard considering he's the final boss, but the minions that he summons can be quite a pain if you don't deal with them accordingly. Your best bet is to lure them down into the passage with the Lightning icon, then pound on 'em with your newly acquired skill. Grab the Lightning icon as it respawns, then wipe out the next wave of minions.

Chestbuster

At the very end of the Mantid Soldier's level tree (the last character is the Tald Medd), you'll unlock the Chestbuster. It's a powerful weapon that comes with both a standard attack and a powered-up version, hitting enemies with either one. Use it wisely, it's not quite as powerful as you'd think it is, but it's worth the hassle...



It's the toughest weapon to unlock, but it's really worth all the extra hassle!

The Final Four

Once you're done with the Tald Medd, there are still four more characters that remain to be unlocked. Although the methods to get them are still unclear, the characters themselves are listed below (courtesy of Accleim).



SYRA

TAL' SET

POKÉMON

Gotta catch 'em all!

All Horribly Addictive Things Must Come To An End

When all is said and done, there are two ultimate goals in Pokémon Yellow: First, you'll want to achieve high levels with a select group of elementally diverse Pokémon so you can challenge all of the Gym Leaders and beat down all the members of the Elite Four (of course, it turns into the Elite Five when you're forced to pummel that dork, Gary). The second goal is to finally get inside the Unknown Dungeon so you can capture the volatile Mewtwo. It's a long, winding road, but the payoff is worth it! In the end, you'll find a proud Professor Oak who will induct your elite Pokémon into the Hall of Fame.



LORELEI: How dare you!



BRUNO: Why? How could I lose?



You're something special, child!



LANCE: That's it!

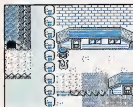
You'll have to go through all of the legendary Elite Four to finish off Pokémon. These guys throw everything at you but the kitchen sink! If you can get through to Lance (the final guy), you'll find out that someone else beat you to the punch to become the greatest Pokémon master of all time. You know what that means...it ain't over yet!



What's this? There's more? After defeating the Elite Four, you'll have to throw down with one final boss—that obnoxious twerp, Gary.



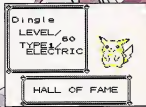
After you pound Gary, the accolades will roll in. Professor Oak expresses his happiness, and Gary loathes his pitiful defeat.



Just because you're the Poké Master doesn't mean there's not more work to be done! The cave next to Cerulean City is now accessible.



Created in a lab, Mewtwo is a genetic freak. He's devastating, but even he can't avoid being captured by the awesome Master Ball!



After beating the Elite Four and Gary, there will be a brief induction ceremony to the Pokémon Hall of Fame for the six Pokémon who you was with.

GUESS THE GAME ENDING AND WIN!



OK, so we admit, this one's pretty easy. If you don't know it—particularly after reading this issue—you should be ashamed! And you call yourself a hardcore gamer? OK, OK, now we're just being silly. Anyway, you know the deal: Guess the game pictured at right and win one of three Expert Gamer T-shirts! Make sure we have your entries no later than January 26, 2000! Send entries to Game Over #67 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.



Kia took off by himself on a journey of self-discovery.

CLUE: Ashes to Ashes...

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EXPERT GAMER

February 2000

On sale January 25

Get ready to burn rubber as we look off the new millennium with coverage of the hottest racer the PlayStation has ever seen—*Gran Turismo 2*. With more than 500 cars and 30 tracks, this baby's gonna keep you driving fans busy for a long, long time. We'll also have the sec-

ond halves of our *Donkey Kong 64* and *Tomb Raider: The Last Revelation* guides, as well as new stuff like *Tombat 2*, *Fear Effect*, and more! Best of all, we've got a little surprise for you Pokémon fans out there... (Did somebody say Gold and Silver?)

Feature Story



It's gonna be pandemonium on the streets all over again when we tear into Sony's awesome new racing sequel, *Gran Turismo 2*, next month. Racing fans, get ready!



Part 2 of our massive DK64 strategy covers the final four worlds, as well as all of the game's secrets. You'll be kicking K. Rool's butt in no time!

Feature Story



ELECTRONIC GAMING MONTHLY

On sale January 11

February 2000



The Raider Crew takes on Lara's latest. How will she fare after the disappointing *Tomb Raider II*?



Nintendo's big ape is back! Find out how he rides when the Crew takes on the main-mo Donkey Kong 64.

EGM brings you all the details on the most eagerly awaited DC game of early 2000: *Crazy Taxi*. Don't miss the mini-games, the extra stuff, an interview with the developers, and more! Plus, be sure to check out the Review Crew's thoughts on two of the holiday season's biggest games: *Donkey*

Kong 64 and *Tomb Raider: The Last Revelation*. In addition, we'll show you the latest and best peripherals for all your favorite game systems. Which Light Gun should you buy for Dreamcast? What's the best Fighting Stick around? Which cheat device gets the best results? Find out next issue!

Official U.S. PlayStation Magazine

February 2000

On sale January 18

You've dreamed about the game, seen the game, wanted the game—but now find out what EGM thinks of the game when we take *Gran Turismo 2* for a test drive. Afterward, cruise on over to our massive GT2 strategy and learn how to master all the courses and ace all the driving tests. Plus, we'll have reviews of top titles like *Tomb Raider: The Last*

Revelation (which is also on our Demo Disc!), *SeGa Frontier 2*, *Vigilante 2: Second Offense*, *The Smurfs*, *Thrasher: Skate & Destroy*, and many others. And be sure to turn to us for all the latest previews on the hottest games of the new millennium—that is, if we all survive the massive YoK meltdown! Start stocking the canned goods, dear!

Feature Story



ON THE DEMO DISC:

PLAYABLES:

- *Tombat 2: The Evil Swine Return*
- *Ballistic*
- *Tomb Raider: The Last Revelation*
- *SuperCross Circuit*

- MTV Sports: Snowboarding
- International Track & Field 2000

NON-PLAYABLES:

- *Hot Shots Golf 2*
- Medal of Honor

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McEvil
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Soul Calibur (prelude)
Manga
Tetsuo
 Madden NFL '99



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Blaze Runner: Mutashu
Crash II: WARPED
Twisted Metal III
Aber Exodius
Turk 2: Seeds of Evil
Zelda 64
South Park
Darkstalkers 3



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South Park
Zelda 64
Tomb Raider III
NCAA Football
Dead in the Water
Turk 2: Seeds of Evil
Extreme G 2
Necrods



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Attack the fearless
Snowboard Kids 2
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March Madness '99



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Adventure



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R4: Ridge Racer Type 4
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Elysium
Bloody Roar 2
MLB 2000
Goemon's Great
Adventure



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Championship
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into China or something
before they find out the
computer
didn't have a damn thing to
do with it.**

GAME SAVES

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STRATEGIES



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MUSIC

CODES

Suddenly, you know too much.

Eventually they will come. But remember this: they're run by bureaucracy and red tape which causes them to exhibit a tremendous amount of stupidity and tunnel vision when they arrive. They'll never suspect that a simple modem and keyboard that plug into your Nintendo® 64 game system could allow you to go online, hack into all the codes and strategies that run the gaming world and e-mail them to your friends. Of course, there's one other small thing to remember. They've got nothing better to do than hunt you down for the rest of your life.



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